



## 2018-2019 AEL Western Judge's Guidelines

### Horsemanship Phase

- Riders will enter the arena on the left rein, 6-7 competitors per class section. Riders will wear colored wristbands, one on each wrist. Riders will wear their assigned rider number on their left arm.
- Write in the Class Section at the top right of the Horsemanship scoresheet. Write in the rider numbers in the left column for each color.
- **Beginner: Walk and Jog in both directions. Tests: Halt and Extended Jog in one direction.**
- **Advanced Beginner: Walk, Jog and Lope (judge to decide how many to Lope at a time) in both directions. Tests: Halt and Extended Jog in one direction.**
- **Novice: Walk, Jog, and Lope in both directions. Tests: Halt and Extended Jog in one direction.**
- **Intermediate: Walk, Jog and Lope in both directions. Tests: Halt and Extended Lope in one direction**
- **Open: Walk, Jog and Lope in both directions. Tests: Halt and Extended Lope in one direction.**
- Riders will be scored on the basics of when the rider's center of gravity is as close as possible to the horse's center of gravity. The rider is in correct alignment when there is a straight, vertical line from the rider's ear to the shoulder to the point of the hip to the back of the heel. In addition, the eyes are forward, the back is straight, the seat bones are planted in the deepest part of the saddle, the legs are underneath the rider, not out in front, the ball of the foot is on the stirrup, and the toe is pointed up, with the heel down. A good, balanced seat is relaxed and supple, not tight and tense. Riders should sit to jog and not post.
- The judge will score each athlete on a scale of 0 to 40 points. The judge can run the class according to their judging needs. In other words, if the judge can only watch 3 riders at a time perform the halt as one of the tests, they can ask the class to halt twice in one direction. Judges are encouraged to use the entire scale,

rewarding those riders who achieve a good Horsemanship Seat as outlined above and also those riders who demonstrate an ability to ride an unfamiliar horse in a capable fashion. Judges should also penalize riders who are tight and tense and grab the reins for balance.

**Incorrect leads and loss of gait are circled on the bottom of the scoresheet and are subtracted from the total score accordingly.**

- Riders will wear their assigned rider number on their left arm. Judges may ask riders to place their rider number on their right arm if they are judging from outside of the arena. Each rider in the Horsemanship class will also put on colored wristbands on both wrists prior to their class, and then remove it before their Patterns class. The wristband colors will correspond to the colors on the judge's flat score sheet, and will be assigned randomly: Red, Blue, Yellow, Green, Orange and Purple.
- At their request, the judge will have a scribe to mark down the judge's scoring and comments for each rider. Judges are encouraged to write as many comments as possible and watch the entire class and then mark their final score at the end of the class.
- **Riders are not scored against the others in the section, they are scored against the ideals on the bottom of the page. In other words, you do not "place" the class, you could possibly have identical scores for multiple riders. The riders will have their fences and practicum scores added to their flat total which will place the class.**
- **If a rider has all the "ideals" at one level of scoring but is weak in one area, the judge should mark them at the lower end of the higher scale**
- At the end of the class, all riders will be asked to leave the arena in order to prepare for their Patterns phase.
- Further testing is encouraged in one direction, but only those tests that are appropriate to the competitors' level as outlined in the class descriptions.
- In the Minis classes, Minis can be led with a lead rope attached or with the coach or other handler walking nearby. In addition, coaches are permitted to stand in the arena if they aren't directly leading their Minis

## **Pattern Phase**

- The Horsemanship class grouping will proceed directly to their Patterns phase, order to be determined by the competition committee.
- Each level will perform their tasks according to their AEL Patterns Phase Tests. Riders will walk into and out of the arena, and shall walk or jog (depending on the first task in their fences test) to their first element. Riders do not need to perform an opening and closing circle.
- **Beginner: Jog and Halt over ground and around cones.**
- **Advanced Beginner: Jog, Halt and Extended Jog over ground poles and around cones.**
- **Novice: Jog, Halt, Extended Jog, rein-back and side-pass over ground poles and around cones.**
- **Intermediate: Jog, Lope, Extended Jog, Turn on Haunches, Halt and Side-Pass over ground poles and around cones.**
- **Open: Jog, Lope, Extended Jog, Halt, 360 turn, Change Lead, and Side-Pass over ground poles and around cones.**
- The judge will score each task on a scale of 0 to 5 points for each task.
  - 5      Excellent**
  - 4      Good**
  - 3      Performed**
  - 2      Performed with error**
  - 1      Attempted**
  - 0      Not Performed**
- At their request, the judge will have a scribe to mark down the judge's scoring for each rider as they perform each task.
- If an athlete forgets their test or goes off course, the judge shall ring a bell or blow a whistle. The athlete can confer with their coach or the judge to get them going in the correct direction. The judge shall circle -10 at the bottom of the Patterns test for "first test error." If it happens again, same procedure but the judge shall circle -20(the athlete will have a total of -30), if it happens a 3<sup>rd</sup> time, athlete is excused.
- In the Minis classes, Minis can be led with a lead rope attached or with the coach or other handler walking nearby. In addition, coaches are permitted to stand in the arena if they aren't directly leading their Mini. Minis are permitted to have their Patterns tests read to them.

## **Practicum Phase**

- The Practicum Judge should have a working knowledge of the Certified Horsemanship Association(CHA) Composite Manual. All Practicum tests are pulled from the CHA Manual.
- Each competitor will complete their Practicum Test at any time in the competition.
- Each competitor will be asked their questions and/or asked to demonstrate, if that is in their test.
- The Practicum judge shall have a master class scoresheet which they will mark the athlete's score. They will determine the athlete score by looking at the AEL Practicum tests which the show manager has run off for them, and write that score onto the master class scoresheet. The Practicum judge will provide the scores to the scorers, and let the announcer know who still needs to take their Practicum so that the Practicum runs in a timely manner.

## **Scoring**

- Each competitor will be scored 40 points for Horsemanship, 40 points for Patterns and 20 points for Practicum.
- In the event of a tie for class placing, the tie shall be broken by the Athletes' Horsemanship scores, if the tie still remains, the tie shall be broken by the Athletes' Pattern scores. If the tie still remains, the tie shall be broken by the Athletes' combined scores. If the tie still remains, the judge shall break the tie.