

2024 Mustang Heritage Spectacular Open Show Rules and Regulations

The Mustang Heritage Spectacular- Open Show is produced by the Mustang Heritage Foundation. The Mustang Heritage Foundation is dedicated to facilitating successful placements for America's excess wild mustangs and burros through innovative programs, events, and education. In keeping with this mission, the Mustang Heritage Spectacular- Open Show event will promote adoption by showcasing the mustangs' value and trainability through competition.

Not adhering to the Regulations and Competition Rules listed in this document may result in disqualification from current and/or future Mustang Heritage Foundation competitions and programs.

The Mustang Heritage Foundation has the unqualified right to determine eligibility and can, at any time, remove an applicant or contestant from a Mustang Heritage Foundation program and/or competition for any reason or for no reason.

Upon entry onto the show grounds, competing mustangs will be examined by a veterinarian or knowledgeable individual to determine the health and condition of the horse. Should a mustang be deemed in poor condition by a veterinarian or knowledgeable individual that mustang may be excused or uninvited to participate in the competition.

Competitors are responsible for bringing all tack, feed and supplies needed during the competition.

An arena will be available for warm up and scheduled practices.

Youth competitors must be 17 or under at the time of the competition.

The MHF event staff will monitor show grounds for any inhumane treatment of horses and unsportsmanlike conduct. MHF staff will investigate complaints and issue warnings.

MHF staff members (full or part-time) along with their immediate family are ineligible to compete.

Competition Rules

1. JUDGES

a. The Mustang Heritage Foundation will designate the appropriate number of judges, as well as an equipment/rule steward to support the efforts of show officials to ensure all rules are being followed.

2. EQUIPMENT

a. Mustangs may be exhibited in English, Western or other appropriate equine styles and equipment. Competitors are asked to wear appropriate attire and head gear, which reflects the style of their riding. ***Youth competitors are required to wear a helmet that meets ASTM standards.*** Silver on your saddles or sequins on your shirts will not earn you any extra points.

b. ILLEGAL equipment that will result in automatic disqualification from the class in which equipment was used in (regardless of discipline) includes snaffle bits with mouthpieces smaller than 5/16" and/or consisting of non- smooth material (such as twisted material), stud chains, and bosals made of anything but rawhide, leather, or rope with a flexible core (no metal of any kind). Use of any bit or equipment determined severe by the judges will not be allowed and will result in disqualification from the class in which it was used.

c. The judge or steward may prohibit the use of any bit or equipment they consider inhumane or would tend to give a horse/rider an unfair advantage. The diameter of 11 mouthpieces, length of shanks and use of curb straps or chains must comply with MHF rules. National Snaffle Bit Association and American Quarter Horse Association rules are resources for preferred equipment including the diameter of mouthpieces, length of shanks and use of curb straps or chains. It is the trainer's responsibility to contact MHF event staff to obtain written approval regarding any questionable equipment, or to clarify if a certain type of equipment is deemed humane and allowable. Said request and approval/ disapproval must be conducted via email in writing.

d. Mustangs may be shown with two hands in a snaffle bit or bosal. Showing a mustang with two hands when using a curb or shank-type bit is strongly discouraged during any point of the competition (including the finals) and will result in an automatic 5-point deduction per judge.

e. Training aides (whips, sticks, treats, the tail end of lead rope, etc.) will not be restricted, although trainers should realize that horses shown with the use of training aides will be judged accordingly. Any excessive use of a training aid (including striking the horse) will result in an automatic 10-point deduction from each judge in that class.

f. Wearing guns (real or toy) in any arena or during the competition, as well as showing guns and/or blanks is not allowed during the competition or anywhere on the grounds and will result in an automatic disqualification.

g. Drugs: No person shall administer drugs internally or externally to a mustang, either before or during the Mustang Heritage Spectacular Mustang Open Show competition. Any medication, drug, mechanical device or artificial appliance, which is of such character as, could affect or enhance the mustang's performance or appearance at the event is prohibited. If a mustang is receiving medication for therapeutic purposes, the trainer must submit a letter from their veterinarian to the Mustang Heritage Spectacular Mustang Open Show event manager as to the reason for the medication and the prescribed amount. **THE MUSTANG HERITAGE FOUNDATION STAFF/CONTRACTORS RESERVES THE RIGHT TO DRUG TEST ANY MUSTANG IN THE COMPETITION.** Positive tests will result in removal from the event, removal of reimbursement and prize money. In regard to herbal/natural supplements, competitors are cautioned against the use of medicinal preparations, tonics, pastes and products of any kind,

the ingredients and quantitative analysis of which are not specifically known, as many of them may contain a forbidden substance.

3. Entry Fees and Payouts

The entry fees for the classes are the following:

\$35 per \$500 Class

\$50 per \$1,000 Class

Prize Money will payout in the following increments:

\$500 Classes	\$1,000 Classes
1 - \$150	1 - \$300
2 - \$100	2 - \$220
3 - \$75	3 - \$145
4 - \$65	4 - \$125
5 - \$60	5 - \$110
6 - \$50	6 - \$100

There will be a cash prize of \$250 to the High Point Adult Competitor and \$250 to the High Point Youth Competitor.

Class Rules

Trail Classes

This class is designed to show a horse's ability and willingness to perform several tasks that might be asked of him during the course of a normal trail ride or workday. Competitors will be asked to lead and ride their horse through a course of generic obstacles and maneuvers. Competitors will be able to "walk through" the course with the judges prior to the class. Horses are not allowed during the walk-thru. 15 Leading elements obstacles/maneuvers may include but are not limited to: • Walk, trot, stop and back • Walk over logs/poles • Walk/trot between cones/obstacles • Maneuver forward and/or reverse through a simple chute • Walk, trot, canter/lope, stop and back • Turns and circles to the left and right • Walk over logs/poles • Lead change • Walk over bridge • Maneuver forward and/or reverse through a simple chute • Pick up and carry an object • Additional elements may be added such as brush, artificial foliage, rain slickers, etc. Penalties • Pattern completed out of order (5 points) • Dismounting or being bucked off during a riding class (5 points)

Liberty Classes

ILHA rules will be used for these classes. They can be found by clicking this [link](#). Patterns will be chosen from the ILHA Pattern Book.

Maneuvers Classes

This class is intended to show the horse's willingness and ability to complete a set of generic horsemanship maneuvers. Judges will assess exhibitors showing in either Western or English discipline accordingly. For example, if a 360 pivot is requested – judges will expect a horse shown under English attire to turn on the backhand and expect a horse shown under Western equipment to attempt to spin. A horse will be given credit for being relaxed, quiet, soft and cadenced at all gaits. Credit will also be given to a horse that is responsive to the rider and makes the required transitions smoothly, timely and correctly. Maneuvers may include but are not limited to: • Walk, trot, lope/canter • Change of direction while on the rail • Stop • Back • Pivot or turns to right and left • Lead changes • Two-track • Sidepass

Freestyle Classes

For the freestyle performance, trainers will have four minutes to stage or set the arena.

Trainers must provide their own props and assistance for arena set up and tear down - it is the trainer's responsibility to make sure all props are cleared from the arena immediately following the conclusion of the freestyle performance, including hay, confer, etc. Not completely clearing the arena of debris will result in a no score for the freestyle.

All props must be freestanding. Nothing may be driven into the ground (i.e., rebar, stakes, etc.), and doing so will result in a no score for the freestyle.

Props of pyrotechnic nature including fireworks, flares, firecrackers, rings of fire, etc. are not allowed and will result in disqualification.

Wearing guns (real or toy) in any arena or during the competition, as well as shooting guns and/or blanks is not allowed during the competition or anywhere on the grounds and will result in an automatic disqualification.

*Competitors will have 3.5 minutes to complete their freestyle performance. The music and time will start simultaneously when the trainer or horse enters the arena, whichever comes first. It is the competitor's responsibility to ensure MHF staff is aware of which is entering first (horse or rider), so that the time and music can be started appropriately.

Live "voice-overs" and/or commentary from the competitor and/or competitor representative are not allowed during the performance and will result in disqualification.

Music is a required component of the freestyle performance – if the trainer does not turn in music during the finalists' meeting at the event, management may select music for him/her. Music must be submitted as one single track (MHF staff will not transition from one track to another during the performance or merge music files for a competitor) as an mp3 file. Music will not be played from a phone or any other device. The music file will be downloaded onto our music system. All music is subject to review and approval by MHF staff. If the trainer does not pick up their flash drive following the freestyle, MHF will discard it at the end of the event. All freestyle music and themes should be in good taste and family-friendly.

The purpose of the Mustang Heritage Spectacular-Extreme Mustang Makeover is to highlight the Mustang Heritage Foundation's mission to place more mustangs in private care. Therefore, the code of conduct will be strictly enforced and music containing profanity and controversial or disparaging themes or props are strictly prohibited. The Mustang Heritage Foundation reserves the right to disqualify and remove from competition any trainer that violates this rule for any reason or no reason. The Mustang Heritage Foundation's decision will be final. If clarification is needed, contact the MHF event staff.

A rider mounted on their mustang is not allowed to trot or lope onto or into any moving or covered vehicles/trailers/props of any kind and will result in disqualification.

Mustangs are not allowed to trot or lope through any moving vehicles/trailers/props of any kind and will result in disqualification.

A trainer may not stand or kneel on a horse that is standing, sitting, or laying on any object. Examples include tarps, bridges, platforms, chairs, etc. It is advised that trainers contact MHF staff with questions prior to their performance. It is the trainer's responsibility to clarify any information.

Trainers must wear appropriate footwear during the freestyle performance – bare feet are not allowed and will result in disqualification.

Judges and/or MHF staff may stop any performance deemed unsafe, dangerous or otherwise inappropriate.

All items/props are subject to final review and approval by MHF staff.

The freestyle portion of the competition encourages competitors to choose music, costumes and props which permit them to show the athletic abilities of their horse in a crowd appealing way. During the freestyle performance, contestants will be scored based on the following for a total score of 120 points per judge:

- Overall Horsemanship (60 points)
 - a. Communication/partnership between horse and rider and the horse's overall willingness to perform and execute maneuvers correctly in a controlled, relaxed and confident manner (30 points).

b. Incorporation of maneuvers and their degree of difficulty (30 points). These maneuvers would include but are not limited to side pass, two tracking either direction, pulling or dragging, serpentines, rollbacks, lead changes, circles with variance in size and speed, stops, etc. • Entertainment Value (60 points) a. Components of Choreography (30 points): The composition and arrangement of the exhibition in relation to the music and its rhythm.

b. Creativity (30 points): The use of themes, maneuvers, costumes, and/or props to enhance the performance and overall originality.

Ranch Riding Classes

Ranch Riding is designed to show a working horse's versatility, attitude, and movement will follow ARHA rules and regulations. They can be found by clicking this [link](#).

Hunter Classes

Hunter classes will follow USHJA rules and regulations. They can be found by clicking this [link](#).

Jumper Classes

Jumper classes will follow USHJA rules and regulations. They can be found by clicking this [link](#).

Dressage Classes

Dressage classes will follow USEF rules and regulations. They can be found by clicking this [link](#). Dressage tests are available on the USDF website or by clicking [here](#).

Western Dressage Classes

Western dressage classes will follow WDAA rules and regulations. They can be found by clicking this [link](#). Dressage tests are available on the WDAA website or by clicking [here](#).

Gaming Classes

The barrel race is a clover leaf pattern, starting with either a left or right turn depending on your preference. The size of the pattern will be determined at a late date and update here. This is a timed event.

This barrel race will have 3 divisions:

1D is the fastest times of that go/race

2D is half a second slower than the fastest time

3D is 1 full second

Penalties

A Down Barrel. This is when a barrel is hit by you or your horse and falls over. 5 second penalty added to time.

Breaking the Barrel Pattern. This means if you run home and go anywhere but the middle of the 1st and 2nd barrel, its a automatic DQ. Also, if you turn the barrel inside out, meaning the horse exited the barrel the same side they came into it. This will result in a no time run.

The pole class is a timed event in which the speed and agility of the horse are tested as horse and rider twice weave through a course of six poles spaced 21 feet apart, twice circling end poles before turning and racing to the finish line. The pattern must be followed exactly. A five-second penalty is added for each pole knocked down.

This pole race will have 3 divisions:

1D is the fastest times of that go/race

2D is half a second slower than the fastest time

3D is 1 full second

The costume class will be judged on originality, creativeness, effort and presentation. The amount of time and effort put into the competitors costume will be a major consideration.

******All Rules and Regulations are subject to change******