

## **Ohio TIP Challenge 2022 - COMPETITION RULES:**

1. **All trainers are required to show their Mustang in-hand** – riding, sitting or standing on their Mustang during the competition is not an option and doing so will result in disqualification.
2. 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 points deduction from each judge in that class.
3. Excessive jerking on the lead line during the competition will result in an automatic 10 points deduction from each judge off the overall class score.
4. Stud chains along with any other equipment determined severe by the TIP host will not be allowed and will result in point deductions and potential disqualification from the class in which it was used.
5. 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.
6. Trainers will be given specific competition courses during the trainer's meeting. Trainers will have an opportunity to "walk through" the course with the judges, *without their mustang*, prior to the competition.
7. Any class ties will be broken by the score from a predetermined element in the class. The tiebreaker element will be determined prior to the start of the event. In case of further ties, a tiebreaker judge may be used or an additional element in the class. The tiebreaker judge will be appointed prior to the start of the event.
8. Ties will be broken by the trail class to determine overall winners. If a tie exists between trail class scores, the score from a predetermined element in the trail class will break the tie. The tiebreaker element will be determined prior to the start of the event. In case of further ties, a tiebreaker judge may be used. The tiebreaker judge will be appointed prior to the start of the event.
9. Horses may show tacked or untacked during the competition.
10. **Competition Classes:** Trainers will be judged in three (3) preliminary classes: Handling & Conditioning, In-Hand Trail and Pattern. The top 10 Mustangs with the highest combined total scores from the preliminary classes will return for a finals competition that includes a freestyle performance. The Top 10 Competitors scores WILL carry over into the finals.

### **1. Handling and Conditioning Class – 60 points from each judge**

During this class, the trainer will lead the horse into a small pen inside the arena, un-halter and release the horse in the pen. The trainer will exit the pen. The horse's conditioning will be scored at this time. The trainer will then be allowed back into the pen. Upon re-entering the pen, the trainer will re-halter the horse and lead the horse out of the pen to complete a set of handling maneuvers in the arena. This class will be judged on the following:

**Handling – 40 points** – Judges will assess the horse's demeanor and responsiveness during the haltering process, as well as the relationship between horse and trainer through the completion of additional handling maneuvers including but not limited to the following:

- Walk
- Trot
- Stop
- Back
- Pick-up feet
- Load and unload from trailer

**Conditioning – 20 points** - The horse's condition will be judged in two areas:

- Appropriate weight/muscling (10 points).
- Overall Appearance – this score will reflect hair coat, feet condition, etc. (10 points).

No person shall alter, change or attempt to hide the natural marking and/or rubbed or raw skin of a horse by surgery, dye, powder, hoof polish, or in any other manner. Trainers may clip/trim horses, or leave mane, tail, ears, muzzle and fetlocks natural. Use of false tails or extensions on the mane or tail are prohibited. No points will be deducted for short or rubbed out manes or tails. The score will not reflect conformation. To learn more about appropriate weight/conditioning for a horse please visit

<http://www.gerlltd.org/Education/Equine%20Body%20Condition%20Score%20Presentation.pdf>.

**2. Leading Trail Class – 40 points per judge:** This class is intended to show the horse's ability and willingness to perform several tasks that might be asked of him during the course of a normal day. Exhibitors will be asked to lead the horse through a course of obstacles.

Obstacles **may include but are not limited to** the following:

- Walk over logs/poles
- Walk/trot between cones/obstacles
- Maneuver forward and/or reverse through a simple chute
- Pick up all four feet
- Brush horse once on each side
- Load and unload from stock trailer

*\*Additional elements may be added such as brush, artificial foliage, rain slickers, etc.*

**3. Pattern Class - 40 Points from each judge:** This class is intended to show the horse's willingness and ability to complete a pattern. Maneuvers may include but are not limited to:

- Walk, Trot
- Stop
- Back
- Pivots or turns to right and left
- Sidepass

**4. Freestyle – 40 points per judge (Top 10 ONLY):** During this class exhibitors are encouraged to choose musical scores, costumes and props that permit them to show the athletic abilities of their horses in a crowd appealing way.

- A. Horses 12-24 months old are not allowed to pull any items (doing so will result in disqualification), however the exhibitor may pull an item while leading the horse.
- B. 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, confetti, etc. Not completely clearing the arena of debris will result in a no score for the freestyle.
- C. 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.

- D. Trainers may promote personal businesses/sponsors on props used during the freestyle performance, however the promotion logo/statement must be no larger than 12 inches by 24 inches.
- E. Props of pyrotechnic nature i.e. fireworks, flares, sparklers, firecrackers, etc. are not allowed and will result in disqualification.
- F. 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.
- G. Exhibitors will have 3 minutes prior to their performance to stage or set the arena.
- H. Trainers will have 3.5 minutes to complete their freestyle performance. The music and time will start simultaneously when the trainer and horse enter the arena.
- I. Live "voice-overs" and/or commentary from the trainer and/or trainer representative are not allowed during the performance and will result in disqualification.
- J. Lighting and/or spotlights cannot be manipulated or altered for any of the trainer freestyle performances.
- K. 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 (TIP staff will not transition from one track to another during the performance or merge music files for a competitor) as an mp3 file in email or on a flash drive. Music will not be played from a phone or any other device. The music file will be downloaded into our music system. All music is subject to review and approval by TIP staff.
- L. Other animals (dogs, additional horses, etc.) will NOT be allowed in the arena during the finals performance for any reason and will result in disqualification.
- M. Other people (including children) will NOT be allowed in the arena during the final's performance for any reason other than to drive a vehicle to be used during the performance. If someone other than the trainer is driving a vehicle in the performance **none of the occupants** of the vehicle will be allowed to exit the vehicle while in the arena and the windows must be rolled up at all times (the vehicle, if driven by someone other than the trainer, must be closed-cab; gators, golf carts, ATV's, etc. will not be allowed and will result in disqualification). Other people are NOT allowed to act as props, ride or come in contact with the horse at any point during the performance and will result in disqualification. Other people may hand props to the trainer from outside the arena.
- N. Mustangs are not allowed to walk, trot or lope onto/into any *moving* vehicles or trailers of any kind and doing so will result in disqualification. Mustangs are not allowed to trot or lope onto/into any *covered* vehicles or trailers of any kind and doing so will result in disqualification.
- O. Trainers must wear appropriate footwear during the freestyle performance – bare feet are not allowed and will result in disqualification.

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

Q. **All items/props are subject to final review and approval by TIP staff.**

R. The freestyle portion is worth a total of 60 points and will be scored in the following areas. Ties will be broken by the communication and partnership score. In case of further ties, a tiebreaker judge may be used or another element of the freestyle.

A. **Overall Horsemanship - 30 points:**

- The communication and partnership between horse and rider (10 points)
- The horse's overall willingness to perform and execute maneuvers correctly in a controlled, relaxed, and confident manner (10 points).
- Incorporation of a variety of maneuvers and their degree of difficulty (10 points). These maneuvers may include but are not limited to: *sidepass, pulling or dragging, serpentines, circles with variance in size and speed, stops, etc.*

B. **Artistic Interpretation - 30 points:**

- Choreography – the composition and arrangement of the exhibition in relation to the music and its rhythm, performance cohesiveness (10 points)
- Creativity – may include (but not limited to) combinations of maneuvers, use of arena space for performance, tricks, costumes and/or props to enhance the performance (10 points)
- The "WOW" Factor - level of originality and the overall entertainment value of the performance (10 points)