



TRAINING COMPETITION RULES

IN-HAND DIVISION

Handling & Conditioning Class: 100 points

During this class, the trainer will lead the horse or burro into a small pen inside the arena, unhalter and release the animal in the pen. Trainer will exit the pen. The animal's conditioning will be scored at this time. The trainer will re-enter the pen and re-halter the animal and lead out of the pen to complete a set of handling maneuvers in the arena.

Handling: 80 points

Judge will assess the animal's demeanor and responsiveness during the haltering process, as well as the relationship between animal and trainer through the completion of additional handling maneuvers including, but not limited to, the following:

- Walk, trot, stop, back, pivot, pick up feet, pick up items, brush animal on each side, daily care of the animal to be demonstrated.
- Load and unload from trailer

Conditioning: 20 Points

The animal's condition will be judged in two areas:

- Appropriate weight/muscling
- Overall Appearance: This score will reflect hair coat, feet condition, etc.

No person shall alter, change or attempt to hide the natural marking and/or rubbed or raw skin of a animal by surgery, dye, powder or in any other manner. Trainers may clip/trim animals or leave mane, tail, ears, muzzle and fetlocks natural. Use of false tails or extensions on the mane or tail are prohibited. No points shall be deducted for short or rubbed out manes or tails. The score will not reflect conformation.

In-Hand Trail Class: 100 points

This class is intended to show the animal's ability and willingness to perform several tasks that might be asked of them during the course of a normal day. Exhibitors will be asked to lead the animal 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/back through a chute, pick up/carry an object, side pass either direction, perform pivot either forehand or haunch turns.

In-Hand Freestyle Class: 100 Points

During this class trainers are encouraged to choose music, costumes and props that will allow them to show the athletic abilities of their animals in a crowd appealing way.

1. Riding is NOT an option.
2. Exhibitors are not allowed to sit or stand on their animals during the event, doing so will result in disqualification.
3. Animals are NOT allowed to pull any items (doing so will result in disqualification), however the exhibitor may pull an item while leading the animal.
4. Exhibitors 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.
5. All props must be freestanding. Nothing may be driven into the ground (i.e. rebar, stakes, etc.).
6. 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.
7. Props of pyrotechnic nature (i.e. fireworks, flares, sparklers, fireworks, etc.) are not allowed.
8. Trainers will have 5 minutes prior to their performance to stage or set the arena and 2 minutes to tear down after the freestyle.
9. Trainers will have 2 minutes and 30 seconds to complete their freestyle performance. Music and time will start simultaneously when the trainer and/or animal enter the arena.
10. Live 'voice-overs' and/or commentary from the trainer and/or trainer representative are not allowed.
11. Music is a required component of the freestyle performance. If a trainer does not provide music during the trainer meeting management may select music for the trainer.
12. Other animals will NOT be allowed in the arena during the freestyle.
13. Other people will NOT be allowed in the arena during the freestyle performance for any reason other than to drive a vehicle to be used during the performance. If someone other than the trainer is driving the 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. Speak to show management if this is part of your freestyle. Other people are NOT allowed to act as props, ride or come in contact with the animal at any point during the performance and will result in disqualification.
14. Animals are not allowed to trot or lope onto/into any moving or covered vehicles or trailers of any kind.
15. Trainers must wear appropriate footwear during the freestyle performance. Bare feet are not allowed.
16. Judges and/or Branded Bonanza/Forever Branded staff may stop any performance deemed unsafe, dangerous or otherwise inappropriate.
17. All items/props are subject to final review and approved by Branded Bonanza/Forever Branded staff.

The Freestyle class is worth a total of 100 points and will be scored in the following areas:

Overall Horsemanship: 50 points

- The communication and partnership between animal and trainer, and the animal's overall willingness to perform and execute maneuvers correctly in a controlled, relaxed and confident manner (25 points).
- Incorporation of a variety of maneuvers and their degree of difficulty (25 points). These maneuvers would include, but are NOT limited to side pass, pulling or dragging by trainer, jumping, serpentines, circles with variance in sizes and speed, stops, obstacles, etc.

Artistic Interpretation: 50 points

- Components of Choreography: The composition and arrangement of the exhibition in relation to the music and its rhythm, as well as the use of maneuvers, costumes and/or props to enhance the performance (25 points).
- The "WOW" Factor: Level of originality and the overall entertainment value of the performance (25 points).

Additional In-Hand Freestyle Class Info: *Please review the following!!*

- Come prepared with a freestyle.
- Fire, fireworks, pyrotechnics are not allowed.
- Props: You are responsible for bringing your own props for the freestyle performance. *Remember - you only have 5 minutes to set up.*
- Music: Trainers will be asked to turn in their freestyle music **at least 2 weeks ahead of the event via email to musicman@foreverbranded.org.**
 - Music MUST be edited and ready to play how you want it played.
 - When emailed, please include the name of exhibitor, equine and division they are competing in. Whenever possible, please also include the name of the song and the performer, too.
 - If you have more than 1 animal, please send music for each animal in a separate email.
 - Music must be emailed in one of the following formats: MP3, MP4, or WAV. We cannot accept music in any other format.
 - If you have questions regarding your music, the format, or how to provide it, please email musicman@foreverbranded.org as soon as possible. Do not wait until the deadline to ask, or we may not be able to assist.
- In-Hand exhibitors have 2 minutes and 30 seconds to complete your performance. Music and time will start when you enter the arena/cross the plane of the entry gate.

RIDING DIVISION RULES

Handling & Conditioning Class: 100 points

During this class, the trainer will lead the horse or burro into a small pen inside the arena, unhalter and release the animal in the pen. Trainer will exit the pen. The animal's conditioning will be scored at this time. The trainer will re-enter the pen and re-halter the animal and lead out of the pen to complete a set of handling maneuvers in the arena.

Handling: 80 points

Judge will assess the animal's demeanor and responsiveness during the haltering process, as well as the relationship between animal and trainer through the completion of additional handling maneuvers including, but not limited to, the following:

- Walk, trot, stop, back, pivot, pick up feet, pick up items, brush animal each side, daily care of the animal to be demonstrated.
- Load and unload from trailer

Conditioning: 20 Points

The animal's condition will be judged in two areas:

- Appropriate weight/muscling
- Overall Appearance: This score will reflect hair coat, feet condition, etc.

No person shall alter, change or attempt to hide the natural marking and/or rubbed or raw skin of an animal by surgery, dye, powder 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 shall be deducted for short or rubbed out manes or tails. The score will not reflect conformation.

Combined Leading & Riding Trail Class: 100 points

This class is designed to show an animal's ability and willingness to perform several tasks that might be asked of them during the course of a normal trail ride or workday. Exhibitors will be asked to lead and ride their animal through a course of generic obstacles and maneuvers. Exhibitors will be able to walk through the course with the judges prior to the class. Animals are not allowed during the walk through.

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, pick up all four feet, brush animal once on each side, load and unload from a trailer.

Riding obstacles/maneuvers may include, but are not limited to:

- 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 object, dragging items for a specified length.

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

Pattern Class: Scored 1-10 for each component

The score of each component will reflect completion of the maneuver as well as the animal's level of willingness to execute the maneuvers in a relaxed and confident manner. A pattern for the following maneuvers will be provided at the trainer meeting.

Maneuvers could include, but are not limited to:

- Stop, back, lope/canter one full circle to the right, lope/canter one full circle to the left, simple lead change, pivot or spin 360 degrees to right and left, side pass to the right and left, stop with roll back.

Riding Freestyle Class: 100 points

The freestyle portion of the final's competition encourages trainers to choose music, costumes and props which permit them to show the athletic abilities of their horse in a crowd appealing way.

1. Exhibitors 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.
2. All props must be freestanding. Nothing may be driven into the ground (i.e. rebar, stakes, etc.).
3. 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.
4. Props of pyrotechnic nature (i.e. fireworks, flares, sparklers, fireworks, etc.) are not allowed.
5. Trainers will have 5 minutes prior to their performance to stage or set the arena and 2 minutes to tear down after the freestyle.
6. Trainers will have 3 minutes and 3 seconds to complete their freestyle performance. Music and time will start simultaneously when the trainer and/or animal enter the arena.
7. Live 'voice-overs' and/or commentary from the trainer and/or trainer representative are not allowed.
8. Music is a required component of the freestyle performance. If a trainer does not provide music during the trainer meeting management may select music for the trainer.
9. Other animals will NOT be allowed in the arena during the freestyle.
10. Other people will NOT be allowed in the arena during the freestyle performance for any reason other than to drive a vehicle to be used during the performance. If someone other than the trainer is driving the 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. Speak to show management if this is part of your freestyle. Other people are NOT allowed to act as props, ride or come in contact with the animal at any point during the performance and will result in disqualification.
11. Animals are not allowed to trot or lope onto/into any moving or covered vehicles or trailers of any kind.
12. Trainers must wear appropriate footwear during the freestyle performance. Bare feet are not allowed.

13. Judges and/or Branded Bonanza/Forever Branded staff may stop any performance deemed unsafe, dangerous or otherwise inappropriate.
14. All items/props are subject to final review and approved by Branded Bonanza/Forever Branded staff.

Freestyle portion is worth a total of 100 points and will be scored in the following areas:

Overall Horsemanship: 50 points

- Communication/partnership between animal and rider and the animal's overall willingness to perform and execute maneuvers correctly in a controlled, relaxed and confident manner (25 points).
- Incorporation of maneuvers and their degree of difficulty. 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. (25 points).

Entertainment Value: 50 points

- Components of Choreography: The composition and arrangement of the exhibition in relation to the music and its rhythm (25 points).
- Creativity: The use of themes, maneuvers, costumes, and/or props to enhance the performance and overall originality (25 points).

Additional Riding Freestyle Class Info: *Please review the following!!*

- Come prepared with a freestyle.
- Fire, fireworks, pyrotechnics are not allowed.
- Props: You are responsible for bringing your own props for the freestyle performance. *Remember - you only have 5 minutes to set up.*
- Music: Trainers will be asked to turn in their freestyle music **at least 2 weeks ahead of the event via email to musicman@foreverbranded.org.**
 - Music MUST be edited and ready to play how you want it played.
 - When emailed, please include the name of exhibitor, equine and division they are competing in. Whenever possible, please also include the name of the song and the performer, too.
 - If you have more than 1 animal, please send music for each animal in a separate email.
 - Music must be emailed in one of the following formats: MP3, MP4, or WAV. We cannot accept music in any other format.
 - If you have questions regarding your music, the format, or how to provide it, please email musicman@foreverbranded.org as soon as possible. Do not wait until the deadline to ask, or we may not be able to assist.
- Riding exhibitors will have 3 minutes and 30 seconds to complete your performance. Music and time will start when you enter the arena/cross the plane of the entry gate.

EQUIPMENT RULES

1. Hackamore means the use of a flexible, braided rawhide, leather or rope bosal, the core of which must be flexible. A hackamore must use a complete mecate rein, which must include a tie-rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horsehair bosals are prohibited. This rule does not refer to a mechanical hackamore.
2. Snaffle bits in western performance classes mean the conventional O-ring, egg-butt or D-ring with a ring no larger than 4" in diameter (100 mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex wrapped. The bars must be a minimum of 5/16" (8 mm) in diameter, measured one inch (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth, is acceptable. Optional leather strap attached below the reins on a snaffle bit is acceptable.

DRUG STATEMENT

No person shall administer drugs internally or externally to a wild horse or burro, either before or during the Branded Bonanza competition. Any medication, drug, mechanical device or artificial appliance, which is of such character as could affect the performance or appearance of the animal at the event is prohibited. **If a wild horse or burro is receiving medication for therapeutic purposes, the trainer must submit a letter from their veterinarian to the Branded Bonanza event manager** as to the reason for medication and the prescribed amount. THE BRANDED BONANZA/FOREVER BRANDED MANAGEMENT RESERVES THE RIGHT TO RANDOMLY OR DIRECTLY DRUG TEST ANY ANIMAL IN THE COMPETITION. Positive tests may result in removal from the event, removal of reimbursement and prize money.