

Rules and Regulations for Equine Citizenship Level I – **Under Harness**

- Judges' decisions are final. There is no appeal for re-scoring.
- The Certification of Equine Citizenship can be attempted in total, or in sections, but not in parts.
- The passing grade is 75% for each section. Failure to attain 75% will result in a failing grade for that section.
- Participant will receive 4 points per part. Each penalty (described, but not limited to, below) is at least one half point.
- Participant must enter horse that he/she predominantly works with or rides, or the participant owns.
- Participant may enter multiple horses, as long as the criteria stated above are met.
- Participant's horse must be haltered with string halter, and a 12 to 14 foot lead line, for first 3 sections of Citizenship Certification. Neither web halters nor "Dually" halters are allowed.
- **Participant's horse must be bridled with simple traditional driving bridle. Either overhead check or sidecheck reins are allowed. Bits that are allowed: ring snaffle, half-cheek snaffle (broken or solid), overhead check. Harness must be complete (bridle with blinders, overhead or side check reins).**
- Participant's horse must be in good health, sound physical shape and not under the influence of any calming drug, potion, or supplement.
- Participant may not reprimand horse in any fashion including hitting, kicking or shouting at.
- Participant may not receive coaching during the certification.
- Participant may not use test as a coaching opportunity. After 3 attempts participant needs to attempt next part or section.
- If participant's horse becomes lame, or ill during the certification, participant must immediately stop, and attempt again at a later date.
- If horse gets loose from participant at any time, the participant will receive a zero score for that part.

Level I

Section A – Ground Manners

Requirements:

14 foot lead line, with string halter.

No handi-sticks, crops or other devices allowed.

General Expectations:

Horse moves easily on cue in desired direction

Horse moves without resistance, such as reluctance to move feet, pins ears, bites, or move into handler's space.

Handler does not touch horse.

Handler cues as described.

- Disengage Hindquarters:
 - Expectations:
 - Handler to lean forward, looking at hip, point with one finger and for horse to easily step hind leg over other away from handler.
 - Handler will not twirl rope to encourage horse to move.
 - Penalties (at least ½ point each):
 - Horse does not move while pointing at hip.
 - Touch horse with either hand.
 - Horse moves forward instead of disengaging hindquarters.
 - Horse tries to block handler from moving towards hindquarters.
 - Horse tries to bite handler.
 - Handler holds onto halter.
- Backup:
 - Expectations:
 - Handler to either wave rope at horse, or gently pump arms on either side of horse's face without touching the horse, and for the horse to backup easily.
 - Handler not to touch horse.
 - Handler not to twirl rope to encourage back up.
 - Penalties (at least ½ point each):
 - Horse does not move easily.
 - Horse moves in any direction other than backwards.
- Disengage Forequarters:
 - Expectations:
 - Handler to cue horse to move forequarters around, with outside foot stepping over the inside foot.
 - Cue for horse to move will be only one of the following:
 - “Pump air” near, but not touching, the horse's jaw.
 - Stand near nose of horse and pump air with one hand.
 - Focus, lean and point to horse's head, and for horse to move over and around.
 - Penalties:
 - Horse moves backwards
 - Horse pushes into handler
 - Horse walks around rather than stepping one foot over the other.
- Lunge Stage 1 to the Left:

- Expectations:
 - Handler will point to desired direction, horse moves shoulder over to outside of circle and proceeds to move in circular direction for at least 2 circles around the handler.
 - Horse will either walk or trot around the handler.
 - “Belly” of rope will not be taut
 - Horse will curl around circle, not point nose to outside and drop shoulder to inside.
 - Horse will stop on cue, and face up to handler. Cue can be verbal, or by pulling head towards center, and/or stepping towards hindquarters.
- Penalties:
 - Horse moves towards handler on cue to move out.
 - Horse races around the handler.
 - Lead rope is taut during circles.
 - Horse does not stop on cue.
- Sidepass Against Fence:
 - Expectations:
 - Handler will bring horse’s nose up to fence, and cue horse to sidepass away from handler.
 - Cue to sidepass can be:
 - Air pump hands towards horse
 - Gently wave lead rope at horse.
 - Horse will take at least 3 sidepassing steps away from handler.
 - Penalties:
 - Horse moves forward, backs up or moves towards handler.
 - Horse does not move away from handler.

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Section B – Desensitized

Requirements – String halter and 14 foot lead rope.

General Expectations:

Horse stands quietly whilst undergoing desensitization level tests

Horse's does not become overly alarmed, neither raising its head, nor moving off in any direction, nor widening its eyes, nor pinning its ears, nor striking out.

- Rope over back:
 - Expectations:
 - Handler will stand at shoulder, flip rope behind self and then throw rope over the back of horse at least twice, first from near side, then off-side.
 - The horse will stand still and accept rope being thrown over back in a fairly vigorous manner.
 - Penalties:
 - Horse moves off in any direction.
 - Handler cannot perform test adequately
 - Horse reacts by twitching excessively, or jumping in place or in any direction.
 - Horse tries to block handler from approaching shoulder on either side.
- Handi-Stick:
 - Expectations:
 - First, handler will stand at shoulder and twirl the rope of the handi-stick in a perpendicular fashion and slap the ground multiple times in a vigorous fashion.
 - Secondly, handler will stand in front of horse and twirl the rope of the handi-stick.
 - Lastly, handler will stand at shoulder of horse and touch horse with handi-stick flag, from withers to tail, and then approach horses head along neck and touch ears with flag.
 - Penalties:
 - Horse moves off in any direction.
 - Horse reacts by lifting head, widening eyes or pinning ears.
- Tarp over Horse's Back:
 - Expectations:
 - Handler will approach horse from shoulder and place tarp over horse's withers, and then stretch out tarp to cover horse's back.
 - Handler will remove tarp by pulling it over the horses head.

Section C – Handling

General Expectations:

Horse calmly allows participant to handle horse whilst performing everyday horse care duties.

Horse does not shy or pull away from handler.

- Pickup Feet:
 - Expectations:
 - Handler picks up feet and holds for at least 5 seconds each of horse's feet in any rotation.
 - Handler releases hoof and horse places foot down, no wrenching away, no leaning on handler.
 - Penalties:
 - Horse does not willingly pick up feet.
 - Horse pulls hoof away from handler.
 - Handler has to either pinch or lean on horse for horse to pick up feet.
 - No penalty for horse picking up a foot prior to cue in anticipation of handler about to pick up a foot.
- Lead:
 - Expectation
 - Handler will lead horse with shoulder half way between head and shoulders of the horse, from point A to point B as designated by the tester.
 - Penalties:
 - Horse holds back or passes handler, or does not stay at handler's shoulder.
 - Horse steps on handler.
 - Horse goes at pace other than walk.
- Clippers:
 - Expectations:
 - Handler will approach horse from shoulder with working clippers.
 - Handler will touch, not clip, horse along neck with clippers.
 - Handler will touch horse's nose with clippers.
 - Penalties:
 - Horse pulls head away
 - Horse moves off in any direction.
- Trailer Loading:
 - Expectations:
 - Handler will lead horse into stock trailer
 - Horse will calmly follow handler into trailer, stop and rest in trailer and then proceed to follow handler out of trailer.
 - Penalties:
 - Horse hesitates on entering trailer
 - Horse quickly turns around and leaves trailer.

Section D – In Harness

General Expectations:

Horse is relaxed and easily responsive to rider's cues.
Horse's mouth is closed, and movements are smooth.

Equipment:

Cart and driving harness.

Driving whips are required.

- Walk:
 - Expectations:
 - Driver will cue horse to move off at walk, along perimeter, and horse should be light mouthed.
 - Light cues will be used to move horse off.
 - Horse will work in form: head held quietly, mouth closed, legs working beneath itself.
 - Horse will hold gait.
 - Driver does not need to rein in horse at any time, other than unexpected spooking or shying caused by outside entity.
 - Penalties:
 - Horse does not move off easily to rider's cue.
 - Horse jigs or trots
 - Erratic motion or direction
 - Horse needs constant reining in to control speed, horse should stay at prescribed speed until rider asks for something else.
- Trot:
 - Expectations:
 - Driver will cue horse from walk into trot.
 - Horse moves easily into trot, head is quiet, mouth closed and legs working beneath itself.
 - Horse stays in trot without any or little reining from rider.
 - Penalties:
 - Horse does not move off into trot easily.
 - Horse breaks gait either up or down.
 - Erratic motion or direction.
 - Constant correction required from rider to keep horse in trot.
- Stop:
 - Expectations:
 - Driver will cue horse to stop from trot.
 - Horse easily comes to halt, mouth closed, head not raised beyond normal position.
 - Penalties:
 - Horse takes more than 5 strides to come to halt
 - Horse "star-gazes" on cue to halt.
 - Erratic direction and motion.
- 90 Degree Turn:
 - Expectations:

- Horse, on light cue, moves cart through 90 degrees.
 - Cue is light.
 - Horse does not raise head, or open mouth.
 - Motion is smooth not erratic.
 - Penalties:
 - Cue is heavy handed.
 - Horse is incapable of moving **cart** through 90 degrees.
 - Horse raises head or opens mouth.
 - Motion is erratic.
- Reverse:
 - Expectations:
 - Execute a reverse at a walk or trot from a designated spot at the direction of the judge, for at least 4 steps.
 - Cue is light
 - Motion is smooth – not erratic
 - Horse does not raise head, or open mouth
 - Penalties:
 - Cue is heavy handed
 - Horse does not reverse
 - Horse raises head or opens mouth
 - Motion is erratic