



2011 Supreme Extreme Mustang Makeover Adoption and Competition Rules & Regulations

OVERVIEW:

200 exceptional 4-5-year-old mares and geldings of mixed color will be available for adoption through the Supreme Extreme Mustang Makeover Adoption. Adopted Mustangs are eligible to compete in the \$200,000 Supreme Extreme Mustang Makeover. **This Extreme Mustang Makeover is unique as eligible Mustangs are required to be adopted prior to the competition; therefore an adoption will not be held following the competition. The Mustang Heritage Foundation will not reimburse any expenses associated with the care and/or training of these horses. The adopter may choose a substitute exhibitor to train and compete with the eligible Mustang – the adopter may compete but is NOT REQUIRED to compete.**

- The Mustang Heritage Foundation, through Superior Productions, is producing a nationally-televised adoption-auction on RFD-TV on April 16, 2011 at 1:00 PM CDT. Interested adopters must submit an Adoption Application to the Mustang Heritage Foundation on or before March 1, 2011. Adoption Applications are available at www.extrememustangmakeover.com. Upon Application approval, Superior Productions will contact the approved adopter to provide a bidder number and a bid line phone number. Approved adopters will bid by phone or in studio during the adoption. Bidding starts at \$125.
- Adoptable horses may be previewed prior to the adoption at www.extrememustangmakeover.com or a Preview DVD may be purchased for \$10 by calling (512) 869-3225. *Horses may not be previewed at any of the BLM holding facilities.*
- Adopters are required to pick up Mustang(s) on either May 13th or May 14th at one of the following BLM locations: Canon City, CO; Pauls Valley, OK; Palomino Valley, NV; Piney Woods, MS; or Elm Creek, NE. These are the only dates and locations available. For shipping purposes, adopters are required to confirm their location of choice on April 16th.
- Mustangs adopted through the Supreme Extreme Mustang Makeover Adoption are eligible for \$200,000 in prize money offered during the Supreme Extreme Mustang Makeover held September 15-17, 2011 at the Will Rogers Equestrian Center in Fort Worth, Texas. Only horses offered through this adoption will be eligible to compete in the Supreme Extreme Mustang Makeover.
- Adopters are eligible to compete for Supreme Extreme Mustang Makeover prize money and awards, or a substitute exhibitor may train and compete on the eligible Mustang(s). Substitutes must be declared on competition entry form. Competition forms will be sent to adopters following the April 16th adoption.
- \$200,000 in prize money plus awards will be distributed to the finalists in 3 divisions. Divisions include \$100,000 Legends; \$50,000 Idols; and \$20,000 Stars with the competition becoming more challenging as you move from Stars to Legends. ***Any exhibitor who has previously placed in the Top Ten at any Extreme Mustang Makeover event is not eligible to enter the Stars or Idols divisions – they are required to enter the Legends division.***
- An additional \$25,000 in prize money will be distributed to the top 5 in three new incentive award categories: Rookies (adopters who have not previously competed in an Extreme Mustang Makeover event), Young Guns (adopters 18-21 years old) and Silver Bullets (adopters 50 years old and older). Prizes will also be distributed to the top ten Mustangs in each class in each of the three divisions.
- **This adoption will comply with all BLM adoption and program requirements including a 12 month commitment to the care and well being of the adopted Mustang(s). Adopters will receive title to their Mustang 12 months following the April 16th adoption.**

Supreme Extreme Mustang Makeover

ADOPTION REGULATIONS:

1. All interested adopters must complete the Adoption Application and postmark to P. O. Box 979, Georgetown, TX, 78626 or fax dated to 512-869-3229 by March 1, 2011.
2. Interested adopters must provide valid credit card information in order for the Application to be accepted. The card will not be charged and adopters are not required to use this card for payment upon winning the bid and adopting. Adopters will be called on April 16th to finalize payment. A 3% service charge will be applied to all credit transactions.
3. Adopters must be 18 years of age or older. BLM and Mustang Heritage Foundation employees and their spouses are not eligible to apply to adopt.
4. Any adopter may be removed from the adoption application process at any time if found to have any alleged history of cruelty to animals or humans. Applicants must meet all BLM Wild Horse and Burro Adoption Requirements.
5. The Mustang Heritage Foundation Board of Trustees may at any time conduct a criminal background check on applicants and remove any applicant from the process for any reason or for no reason.
6. Trailer requirements: Adopters must provide transportation for your Mustang from the BLM facility to your facility. While someone else may transport the animal, all trailers must meet these minimum standards: covered top, sturdy walls/floors, and a smooth interior free from any sharp protrusions; ample head room; removable partitions or compartments to separate animals by size and sex, if necessary; floor covered with a non-skid material; and, adequate ventilation. The BLM requires stock-type trailers with rear swing gates to transport adopted animals. Drop ramp, divided two-horse trailers, and trucks with stock racks are not acceptable.
7. Facility requirements: Facility can consist of a corral/paddock/stall/round pen. Facility must be a minimum of 400 square feet (20 feet x 20 feet) for each Mustang adopted and at least 6 feet high. Facility must be sturdy and constructed of materials such as poles, pipes, or planks (minimum 1.5 inch thickness) without dangerous protrusions. Barbed wire, large-mesh woven, stranded and electric materials are unacceptable for fencing. You should not release the Mustang into a large open area, such as a pasture, since you may not be able to recapture the animal for training or to provide veterinary care. However, once the animal is gentled, you may release it into a pasture or similar area. You must provide shelter from inclement weather and temperature extremes for your Mustang. Shelters must be a two sided structure with a roof, well drained, adequately ventilated, and accessible to the Mustang. The two sides need to block the prevailing winds and need to protect the major part of the bodies of the horse or burro. Tarps are not acceptable.
8. Adopters are responsible for the well being of the horse(s) they adopted and all care related costs.
9. If the horse is moved to a facility different than the one listed on the adoption application for any reason or for any length of time (such as to the location of a substitute exhibitor's facility), an updated facility form must be submitted to the Mustang Heritage Foundation office.

TENTATIVE COMPETITION SCHEDULE:

Wednesday, Sept. 14th

8 AM–5 PM Exhibitors & Mustangs arrive and check-in at Will Rogers Memorial Center
6 PM Mandatory Exhibitor Meeting

Thursday, Sept. 15th

8 AM Competition Begins

Friday, Sept. 16th

8 AM Competition Begins

Saturday, Sept. 17th

1 PM Finals Performances Begin

COMPETITION REGULATIONS:

The adopter is eligible to train and show the adopted Mustang and compete for prize money during the \$200,000 Supreme Extreme Mustang Makeover, or the adopter may choose a substitute exhibitor to train and compete on his/her behalf.

1. *Participation in this competition is by invitation only; therefore The Board of Trustees of the Mustang Heritage Foundation has the unqualified right to determine eligibility and can, at any time, remove an applicant, adopter or exhibitor from a Mustang Heritage Foundation program and/or competition for any reason or for no reason.*
2. All exhibitors must be declared on the competition entry form. Competition entry forms will be mailed to the adopter following the April 16th adoption. No changes or replacements to exhibitors may be made once the entry is received by the MHF office. Only exhibitors listed on the entry form will be eligible to show during the competition.
3. The adopter is responsible for the Mustang at all times as agreed to in the Private Maintenance and Care Agreement issued by the Bureau of Land Management.
4. All prize money and awards will be distributed to the adopter of the winning Mustang. The Mustang Heritage Foundation will not split any awards or prize money – **all winnings will be distributed to the adopter, no exceptions.**

From this point on, the adopter and any substitute exhibitors will be referred to as one and the same and named the “exhibitor”.

5. Mustang training must be humane and compassionate. “Least resistance” techniques are encouraged.
6. Exhibitors are required to sign releases so that all photos and filming may be used to promote the event and become the property of the Mustang Heritage Foundation.

7. Conduct: Conduct shall be orderly, responsible, sportsmanlike and **humane in the treatment of Mustangs**, such as to promote the implementation of the event and promote fair competition. This includes, but is not limited to: conduct while exhibitors have Mustangs in their possession; conduct on the show grounds; conduct while exhibitors are wearing Extreme Mustang Makeover logo wear off the show grounds; and includes the conduct of individuals traveling with exhibitors, spectators or event managers and all other person being present on show grounds. Any alleged unsportsmanlike or irresponsible conduct or any other form of misconduct, such as illegal, indecent or profane, and the **inhumane treatment of horses are prohibited** and shall be grounds for the disciplinary action against offending individuals. Further, event management may immediately expel offenders from the competition or show grounds in order to preserve the decorum of the show.
8. Sponsorships: The Mustang Heritage Foundation has entered into corporate sponsorship agreements with a variety of companies. The Foundation asks that exhibitors honor those sponsorships.
 - a. Exhibitors will be restricted from wearing apparel or equine products during the competition that have logos that are larger than 4 inches wide and 2 inches tall.
 - b. Exhibitors may not hang banners of any size in the stall area promoting any sponsors.
 - c. Exhibitors may have brochures or small printed materials available in their stall areas to promote their training business and their sponsors during the event.
9. Upon entry onto the show grounds, competing Mustangs freemarkers will be verified by a BLM representative to determine the horse's eligibility.
10. Upon entry onto the show grounds, competing Mustangs will be examined by a veterinarian or knowledgeable individual with an equine science degree to determine the health and condition of the horse. Should a Mustang be deemed in poor condition by a veterinarian or knowledgeable individual with an equine science degree, that Mustang may be excused or uninvited to participate in the competition.
11. Two bags of shavings and one stall per competing Mustang will be provided free of charge. Additional shavings will be available for purchase.
12. Arenas will be available for warm up and scheduled practices – (schedule and location of arenas to be announced).
13. Classes: In the Legends and Idols divisions, exhibitors and their Mustangs will be judged in three classes – a Supreme Trail class worth 60 points per judge, a Supreme Pattern class worth 60 points per judge, and a Trainer's Choice class worth 40 points per judge. In the Stars division, exhibitors and their Mustangs will be judged in two classes – a Round Pen class worth 40 points per judge and a Leading Trail class worth 60 points per judge. Two or more judges will assess each class. Patterns for applicable classes will be provided to exhibitors in an exhibitor packet distributed at the competition.
14. Finals: In the Legends division the top TWENTY (20) high scoring Mustangs will participate in a freestyle finals performance to determine the Legends Champion. In the Idols and Stars divisions, the top TEN (10) high scoring Mustangs will participate in a freestyle finals performance to determine the respective Champions. All finals performances are worth 100 points per judge. Two or more judges will assess the finals performances.

COMPETITION RULES:

1. Mustangs may be exhibited in English, Western or other appropriate equine styles and equipment. Exhibitors are asked to wear appropriate attire and head gear, which reflects the style of their riding. *Silver on your saddles or sequins on your shirts will not earn you any extra points.*
 2. Any bit or equipment determined severe by the judges will not be allowed. Tie downs and mechanical hackamores are strongly discouraged. Judges may deduct points for what they feel is use of discouraged or severe equipment. National Snaffle Bit Association and American Quarter Horse Association rules are resources for preferred equipment. JUDGES MAY CHECK EQUIPMENT.
 3. 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.
 4. Training aides will not be restricted, although exhibitors should realize that horses shown without the use of training aides will be scored higher than those that use training aides.
 5. In case of ties, a tiebreaker judge will be used to determine the finalists. The tie breaker judge will be appointed prior to the start of the event.
 6. Drugs: No person shall administer internally or externally (either before or during the Extreme Mustang Makeover competition or adoption) any drug, medication, drug mechanical device or artificial appliance, which could affect a Mustang's performance or appearance at the event. ***If a Mustang is receiving medication for therapeutic purposes, the trainer must submit a letter from their veterinarian to the Extreme Mustang Makeover event manager as to the reason for medication and the prescribed amount.*** THE EXTREME MUSTANG MAKEOVER MANAGEMENT RESERVES THE RIGHT TO DRUG TEST ANY MUSTANG IN THE COMPETITION. *The Champion and Reserve Champion of the Legends Division will be drug tested immediately following the awards presentation on Saturday evening.*
 7. **Overview of Divisions:** Divisions will be titled **Stars, Idols and Legends** with maneuvers and obstacles becoming more challenging as you move from a Star to a Legend. Exhibitors enter a division upon entry into the competition. ***Any exhibitor who has previously placed in the Top Ten at any Extreme Mustang Makeover event is not eligible to enter the Stars or Idols divisions – they are required to enter the Legends division.***
- A. STARS DIVISION:** In the Stars Division all classes will be conducted in-hand – riding is not an option in any competition element, including the finals. Exhibitors at the Stars level will be judged on the following:
1. **Round Pen Class / 40 Points:** This class is intended to show the horse's willingness to complete the following maneuvers upon command in a 60' round pen. The use of a longe line during this class is acceptable. Maneuvers **may include but are not limited to** the following:
 - Walk, trot and lope/canter in both directions
 - Stop
 - "Join up" (turn and face exhibitor)
 - Unhalter/Halter

2. Leading Trail Class / 60 Points: 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 basic, generic obstacles and maneuvers. Exhibitors will be able to "walk thru" the course with the judges prior to the class (horses are not allowed during the walk-thru). Obstacles/maneuvers **may include but are not limited to** the following:

- 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 horse once on each side
- Load and unload from stock trailer
- "At Best" - Trainers will be given 90 seconds to show their Mustang with no restrictions or requirements. Props, jumps, mechanical devises, etc. are not allowed during this portion of the competition. Trainers may use obstacles already incorporated into the course but obstacles may not be moved. Trainers may use any piece of tack and/or equipment that is essential to their riding discipline (rope, gun, whip, etc.). All items subject to review and approval by MHF staff.
**Additional elements may be added such as brush, artificial foliage, rain slickers, etc.*

3. Stars Finals: The Top Ten (10) Mustangs with the highest combined scores from the Round Pen and Leading Trail classes will return for a finals performance. These top ten 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. **Finalists are required to show their Mustang in-hand** – riding during the finals performance is not an option.
- B. Exhibitors will come into the finals with a "clean slate". No previous scores will be counted toward the final placing.
- C. Exhibitors must provide their own props and assistance for arena set up.
- D. Exhibitors will have four minutes prior to their performance to stage or set the arena.
- E. Exhibitors will enter the arena and complete the 5 compulsory maneuvers. Exhibitors will have 90 seconds maximum to complete the maneuvers. Time will be called at 90 seconds. At that time exhibitors will return to the start cone.
- F. Once at the cone, music and time will start. Exhibitors will have 3.5 minutes to complete the freestyle performance.
- G. Other animals (dogs, additional horses, etc.) will NOT be allowed in the arena during the finals performance for any reason.
- H. Other people (including children) will NOT be allowed in the arena during the finals performance for any reason other than to set up obstacles or hand obstacles to the exhibitor. Other people are NOT allowed to act as props or come in contact with the horse at any point during the performance.
- I. In case of ties, a tiebreaker judge may be used. Management reserves the right to use a "ride off" as a tie breaker for 1st place.
- J. Finalists will be scored on the following:

1. Execution of Compulsory Maneuvers – 40 points per judge

Exhibitors will be judged on the execution of 5 compulsory maneuvers. Each maneuver is worth 8 points. This score will reflect completion of the maneuver as well as the horse's level of willingness to execute the maneuvers in a relaxed and confident manner. Exhibitors will be asked to perform the following maneuvers (pattern will be provided to finalists at the event):

1. Trot a minimum of 6 strides
2. Canter or lope a minimum of 6 strides
3. Stop
4. Back a minimum of 6 steps
5. Pivot or turn 360 degrees to the Right AND Left

2. Freestyle Performance – 60 points per judge

The freestyle portion is worth a total of 60 points and will be scored in the following areas:

a. Overall Horsemanship – 40 points

Exhibitors will be judged on overall horsemanship. This score will include the horse's overall willingness to perform and execute maneuvers in a relaxed and confident manner as well as the noticeable communication between horse and exhibitor and the display of partnership between horse and exhibitor. This score will also reflect the incorporation of maneuvers and their degree of difficulty. These maneuvers would include but are not limited to: *loping, lateral movement, pulling or dragging, jumping, serpentines, shooting, lead changes, circles with variance in size and speed, stops, etc.*

b. Artistic Interpretation – 20 points

Exhibitors will be judged on the “wow” factor of their performance. This score will reflect the level of style, creativity, artistic elements, choreography, use of props and overall originality in the performance. This score will reflect the way an exhibitor handles and approaches changes in the music's tempo, the flow of movement over the arena and its entertainment value. The artistic evaluation will consider the following: Components of Choreography – the composition and arrangement of movement in relation to the music and its rhythm, and Originality – the use of non-required maneuvers to enhance the performance.

B. IDOLS DIVISION: The Idols division is a more challenging division than the Stars division, but less challenging than the Legends division. Idols classes incorporate leading and riding elements. Exhibitors at the Idols level will be judged on the following:

1. Supreme Pattern Class / 60 Points: This class is intended to show the horse's willingness and ability to complete a pattern of generic horsemanship maneuvers. Judges will assess exhibitors showing in either Western or English discipline accordingly. For example, the pattern may call for a 360 pivot – 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 traveling with his head held in a natural position, ears alert and moving at a natural speed for the gait requested. Credit will also be given for making a smooth transition between gaits and for keeping the correct lead. Maneuvers may include but are not limited to:

- Walk
- Trot
- Lope or Canter
- Change directions while on the rail
- Stop
- Back
- Pivots or turns to right and left
- Simple or flying lead changes

2. Trainers Choice Class / 40 Points: This class is intended to provide the exhibitor an opportunity to show their horse at the best of their ability under their chosen riding style and discipline. Two (2) class choices are available – Western Elements and English Elements. Exhibitors must designate which class they will compete in on the entry form (exhibitors may not compete in both classes). The required elements are slightly different in each class and may include but are not limited to:

Western Elements

- Walk, trot, lope
- Simple or flying lead changes
- Stop
- Roll back
- Pivot or Spin
- Work a cow
 1. The competitor will call for a cow
 2. The competitor will hold the cow on the prescribed end of the arena for a sufficient amount of time.
 3. The competitor will track the cow down the fence, making at least one turn each way on the fence.
 4. The competitor will maneuver the cow through designated cones and into a three sided holding pen with a wing.

English Elements

- Walk, trot, canter
- Simple or flying lead changes
- Lateral/diagonal trot across arena
- Turn on the forehand, Turn on the Backhand
- Two 2' to 2'6" jumps

3. Supreme Combined Trail Class / 60 Points: 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 work day. Exhibitors will be asked to lead and ride their horse through a course of basic, generic obstacles and maneuvers. Exhibitors will be able to “walk thru” the course on foot with the judges prior to the class (horses are not allowed during the walk-thru).

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 horse once on each side
- Load and unload from stock 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
- Simple or flying lead change
- Walk over bridge
- Maneuver forward and/or reverse through a simple chute
- Pick up object and carry from barrel to barrel
- Dragging items specified length

- “At Best” - Trainers will be given 90 seconds to show their Mustang with no restrictions or requirements. Props, jumps, mechanical devices, etc. are not allowed during this portion of the competition. Trainers may use obstacles already incorporated into the riding course but obstacles may not be moved. Trainers may use any piece of tack and/or equipment that is essential to their riding discipline (rope, gun, whip, etc.). All items subject to review and approval by MHF staff.
*Additional elements may be added such as brush, artificial foliage, rain slickers, etc.

- 4. Idols Finals:** The Top Ten (10) Mustangs with the highest combined scores from the Pattern, Trainer’s Choice, and Combined Trail classes will return for a finals performance. These top ten 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.
- Exhibitors will come into the finals with a “clean slate”. No previous scores will be counted toward the final placing.
 - Exhibitors must provide their own props and assistance for arena set up.
 - Exhibitors will have four minutes prior to their performance to stage or set the arena.
 - Exhibitors will enter the arena and complete the 10 compulsory maneuvers. Exhibitors will have 90 seconds maximum to complete the maneuvers. Time will be called at 90 seconds. At that time exhibitors will return to the start cone.
 - Once at the cone, music and time will start. Exhibitors will have 3.5 minutes to complete the freestyle performance.
 - One cow will be available for those finalists requesting one.
 - Other animals (dogs, additional horses, cattle not provided by MHF, etc.) will NOT be allowed in the arena during the finals performance for any reason.
 - Other people (including children) will NOT be allowed in the arena during the finals performance for any reason other than to set up obstacles or hand obstacles to the exhibitor. Other people are NOT allowed to act as props, ride or come in contact with the horse at any point during the performance.
 - In case of ties, a tiebreaker judge may be used. Management reserves the right to use a “ride off” as a tie breaker for 1st place.
 - Finalists will be scored on the following:

1. Execution of Compulsory Maneuvers – 40 points per judge

Exhibitors will be judged on the execution of 10 compulsory maneuvers. Each maneuver is worth 4 points. This score will reflect completion of the maneuver as well as the horse’s level of willingness to execute the maneuvers in a relaxed and confident manner. Exhibitors will be asked to perform the following maneuvers (pattern will be provided to finalists at the event):

1. Walk a minimum of 6 steps
2. Trot a minimum of 6 strides
3. Lope/canter a minimum of 6 strides
4. Stop
5. Back a minimum of 6 steps
6. Lope/canter 1 full circle to the Right
7. Lope/canter 1 full circle to the Left
8. Simple or flying lead change
9. Pivot or spin 360 degrees to the Right
10. Pivot or spin 360 degrees to the Left

2. Freestyle Performance – 60 points per judge

The freestyle portion is worth a total of 60 points and will be scored in the following areas:

a. Overall Horsemanship – 40 points

Exhibitors will be judged on overall horsemanship. This score will include the horse's overall willingness to perform and execute maneuvers in a relaxed and confident manner as well as the noticeable communication between horse and exhibitor and the display of partnership between horse and exhibitor. This score will also reflect the 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, jumping, serpentine, roll backs, mounted shooting, lead changes, circles with variance in size and speed, stops, etc.*

b. Artistic Interpretation – 20 points

Exhibitors will be judged on the “wow” factor of their performance. This score will reflect the level of style, creativity, artistic elements, choreography, use of props and overall originality in the performance. This score will reflect the way an exhibitor handles and approaches changes in the music's tempo, the flow of movement over the arena and its entertainment value. The artistic evaluation will consider the following: Components of Choreography – the composition and arrangement of movement in relation to the music and its rhythm, and Originality – the use of non-required maneuvers to enhance the performance.

C. LEGENDS DIVISION: The Legends division is the most challenging competition division. All Legends classes will be based on riding with complex obstacles and maneuvers. Exhibitors at the Legends level will be judged on the following:

1. Supreme Pattern Class / 60 Points: This class is intended to show the horse's willingness and ability to complete a pattern of generic horsemanship maneuvers. Judges will assess exhibitors showing in either Western or English discipline accordingly. For example, the pattern may call for a 360 pivot – judges will expect a horse shown under English attire to turn on the backhand and expect a horse shown under Western equipment to spin. A horse will be given credit for traveling with his head held in a natural position, ears alert and moving at a natural speed for the gait requested. Credit will also be given for making a smooth transition between the gaits and for keeping the correct lead.

Maneuvers may include but are not limited to:

- Walk
- Trot
- Lope or Canter
- Change directions while on the rail
- Stop
- Back
- Pivots or turns to right and left
- Simple or flying lead changes

2. Trainers Choice Class / 40 Points: This class is intended to provide the exhibitor an opportunity to show their horse at the best of their ability under their chosen riding style and discipline. Two (2) class choices are available – Western Elements and English Elements. Exhibitors must designate which class they will compete in on the entry form (exhibitors may not compete in both classes). The required elements are slightly different in each class and may include but are not limited to:

Western Elements

- Walk, trot, lope
- Simple or flying lead changes
- Sliding Stop
- Roll Back
- Pivot or Spin
- Side Pass
- Work a cow
 1. The competitor will call for a cow
 2. The competitor will hold the cow on the prescribed end of the arena for a sufficient amount of time.
 3. The competitor will track the cow down the fence, making at least one turn each way on the fence.
 4. The competitor will maneuver the cow through designated cones and into a three sided holding pen with a wing.

English Elements

- Walk, trot, canter
- Simple or flying lead changes
- Lateral/diagonal trot across arena
- Turn on the forehand, Turn on the Backhand
- Four 2' to 2'6" jumps

3. Supreme Trail Class / 60 Points: 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 work day. Exhibitors will be asked to ride their horse through a course of complex, generic obstacles and maneuvers. Exhibitors will be able to “walk thru” the course with the judges prior to the class (horses are not allowed during the walk-thru). Obstacles/maneuvers may include but are not limited to:

- Walk, trot, canter/lope, stop and back
 - Walk over bridge
 - Trot over elevated obstacle
 - Maneuver forward and/or reverse through a complex chute
 - Pivot/spin 360 degrees to the left and right
 - Simple or flying lead change
 - Side pass
 - Open gate
 - Ride past live animal
 - Walk over tarp or other foreign ground (i.e. pebbles, etc.)
 - “At Best” - Trainers will be given 90 seconds to show their Mustang with no restrictions or requirements. Props, jumps, mechanical devices, etc. are not allowed during this portion of the competition. Trainers may use obstacles already incorporated into the riding course but obstacles may not be moved. Trainers may use any piece of tack and/or equipment that is essential to their riding discipline (rope, gun, whip, etc.). All items subject to review and approval by MHF staff.
- *Additional elements may be added such as brush, artificial foliage, rain slickers, etc.*

4. Legends Finals: The Top TWENTY (20) Mustangs with the highest combined scores from the Pattern, Trainer’s Choice, and Trail classes will return for a finals performance. These top twenty 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. Exhibitors will come into the finals with a “clean slate”. No previous scores will be counted toward the final placing.
- B. Exhibitors must provide their own props and assistance for arena set up.
- C. Exhibitors will have four minutes prior to their performance to stage or set the arena.
- D. Exhibitors will enter the arena and complete the 10 compulsory maneuvers. Exhibitors will have 90 seconds maximum to complete the maneuvers. Time will be called at 90 seconds. At that time exhibitors will return to the start cone.
- E. Once at the cone, music and time will start. Exhibitors will have 3.5 minutes to complete the freestyle performance.
- F. One cow will be available for those finalists requesting one.
- G. Other animals (dogs, additional horses, cattle not provided by MHF, etc.) will NOT be allowed in the arena during the finals performance for any reason.
- H. Other people (including children) will NOT be allowed in the arena during the finals performance for any reason other than to set up obstacles or hand obstacles to the exhibitor. Other people are NOT allowed to act as props, ride or come in contact with the horse at any point during the performance.
- I. In case of ties, a tiebreaker judge may be used. Management reserves the right to use a “ride off” as a tie breaker for 1st place.
- J. Finalists will be scored on the following:

1. Execution of Compulsory Maneuvers – 40 points per judge

Exhibitors will be judged on the execution of 10 compulsory maneuvers. Each maneuver is worth 4 points. This score will reflect completion of the maneuver as well as the horse’s level of willingness to execute the maneuvers in a relaxed and confident manner. Exhibitors will be asked to perform the following maneuvers (pattern will be provided to finalists at the event):

- 1. Stop
- 2. Back a minimum of 6 steps
- 3. Lope/canter 1 full circle to the Right
- 4. Lope/canter 1 full circle to the Left
- 5. Flying lead change
- 6. Pivot or spin 360 degrees to the Right
- 7. Pivot or spin 360 degrees to the Left
- 8. Side pass to the Right
- 9. Side pass to the Left
- 10. Stop with Roll Back

2. Freestyle Performance – 60 points per judge

The freestyle portion is worth a total of 60 points and will be scored in the following areas:

- a. Overall Horsemanship – 40 points

Exhibitors will be judged on overall horsemanship. This score will include the horse’s overall willingness to perform and execute maneuvers in a relaxed and confident manner as well as the noticeable communication between horse and exhibitor and the display of partnership between horse and exhibitor. This score will also reflect the 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, jumping, serpentines, roll backs, mounted shooting, lead changes, circles with variance in size and speed, stops, etc.*

b. Artistic Interpretation – 20 points

Exhibitors will be judged on the “wow” factor of their performance. This score will reflect the level of style, creativity, artistic elements, choreography, use of props and overall originality in the performance. This score will reflect the way an exhibitor handles and approaches changes in the music’s tempo, the flow of movement over the arena and its entertainment value. The artistic evaluation will consider the following: Components of Choreography – the composition and arrangement of movement in relation to the music and its rhythm, and Originality – the use of non-required maneuvers to enhance the performance.

AWARDS: All awards and prize money will be distributed to the adopter of the winning Mustang. Prize money will be mailed to the adopter within 30 days of the competition. Other awards will be presented during the competition.

1. FINALISTS in each division will receive prize money and ribbons. Champions will receive a belt buckle.

STARS - \$20,000 Purse

Champion	\$7,000
2 nd Place	\$3,500
3 rd Place	\$2,000
4 th Place	\$1,850
5 th Place	\$1,500
6 th Place	\$1,250
7 th Place	\$1,000
8 th Place	\$750
9 th Place	\$650
10 th Place	\$500

IDOLS - \$50,000 Purse

Champion	\$20,000
2 nd Place	\$9,000
3 rd Place	\$6,000
4 th Place	\$4,500
5 th Place	\$3,500
6 th Place	\$2,250
7 th Place	\$1,750
8 th Place	\$1,250
9 th Place	\$1,000
10 th Place	\$750

LEGENDS - \$100,000 Purse

Champion	\$50,000
2 nd Place	\$15,000
3 rd Place	\$10,000
4 th Place	\$5,000
5 th Place	\$4,000
6 th Place	\$3,000
7 th Place	\$2,000
8 th Place	\$1,750
9 th Place	\$1,500
10 th Place	\$1,250
11 th Place	\$1,000
12 th Place	\$900
13 th Place	\$800
14 th Place	\$700
15 th Place	\$600
16 th -20 th Place	\$500

2. CLASS PRIZES will be presented to the Top Ten highest placing Mustangs in each class (Trail, Pattern, Round Pen, etc.) in each division (Stars, Idols, Legends).

3. INCENTIVE AWARDS will be presented to the exhibitors with the Top Five highest combined preliminary scores in each division (Stars, Idols, Legends) – finals scores do not count toward incentive awards. Only adopters who are exhibiting their own Mustang(s) are eligible for incentive awards. Substitute exhibitors are not eligible for incentive awards. Incentive award categories are:

Incentive Award Categories & Qualifications

Rookie: Rookies have never previously competed in an Extreme Mustang Makeover event.

Young Gun: 18-21 years old as of entry due date.

Silver Bullet: 50 years old or older as of entry due date.

<u>Rookie Awards (all 3 divisions)</u>	<u>Young Gun Awards (all 3 divisions)</u>	<u>Silver Bullet Awards (all 3 divisions)</u>
Champion \$1,000	Champion \$1,000	Champion \$1,000
2 nd Place \$750	2 nd Place \$750	2 nd Place \$750
3 rd Place \$500	3 rd Place \$500	3 rd Place \$500
4 th -5 th Place \$250	4 th -5 th Place \$250	4 th -5 th Place \$250

4. A \$5,000 FAN FAVORITE award will also be presented to the competitor whose performance receives the most votes from the crowd during the Legends Finals Performance. Voting will only take place during the Legends Finals Performance. Voting method and additional details to be announced.
5. Additional prizes and awards may be added to any or all of the above award categories.