



## 2012 Supreme Extreme Mustang Makeover

### Adoption and Competition Rules & Regulations

#### OVERVIEW:

200 exceptional geldings (approx. 3-5 years old) 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 March 31, 2012 at 10:00 AM CDT. Interested adopters must submit an Adoption Application to the Mustang Heritage Foundation on or before February 13, 2012. Adoption Applications are available at [www.extrememustangmakeover.com](http://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 \$200.
- Adoptable horses may be previewed prior to the adoption at [www.extrememustangmakeover.com](http://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 11 or May 12 at one of the following BLM locations: Palomino Valley, NV; Canon City, CO; Pauls Valley, OK; Springfield, OH; or Piney Woods, MS; or on either May 14 or May 15 at Ridgecrest, CA. These are the only dates and locations available. For shipping purposes, adopters are required to confirm their location of choice on March 31.
- 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 13-15, 2012 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 (yearlings available through this adoption are eligible for the Youth Edition competition only).
- 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 March 31st adoption.
- Divisions are \$108,500 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 WON an Extreme Mustang Makeover event (excluding winners of the Stars division) is required to enter the Legends division – Extreme Mustang Makeover Champions are not eligible to enter the Stars or Idols divisions.***
- \$16,500 in prize money will be distributed to winners in three 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 10 Mustangs in each class in each of the three divisions.
- \$5,000 will be awarded to the Fan Favorite of the Legends Finals Performance.
- **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 May pick up.**

## 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 February 13, 2012.
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 March 31 to finalize payment. A 3.5 percent 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 or compete.
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. ***Adopters must be present at the May pick up to sign required BLM adoption paperwork – no exceptions. If you are unable to attend pick up you should NOT apply.***
7. 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.
8. 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. Tarps are not acceptable.
9. Adopters are responsible for the well being of the horse(s) they adopted and all care related costs.
10. 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 within one week of horse moving.

## TENTATIVE COMPETITION SCHEDULE:

### Wednesday, Sept. 12

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

### Thursday, Sept. 13

8 AM Competition Begins

### Friday, Sept. 14

8 AM Competition Begins

Saturday, Sept. 15 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. Exhibitors in Legends, Idols and Stars divisions must be 18 years old at time of competition entry.
3. All exhibitors must be declared on the competition entry form. Competition entry forms will be mailed to the adopter following the March 31 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. Entries must be postmarked or fax-dated by August 1.
4. 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.
5. 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.”*

6. Mustang training must be humane and compassionate. “Least resistance” techniques are encouraged.
7. 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.

8. **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 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.
9. **Mustang Heritage Foundation Humane Treatment Policy**  
Every Mustang and all animals shall, at all times, be treated humanely and with dignity, respect and compassion. Any participant using abusive or excessive training techniques or being inhumane to a Mustang in his/her care (determined excessive or abusive by a panel assigned by the Mustang Heritage Foundation and consisting of a panel of licensed equine veterinarian(s) and/or respected horse industry professionals) may be removed from the contest and/or all future contests and training programs. If a participant's horse enters the contest or if the trainer/participant at any time presents a horse with questionable training/care related injuries (determined excessive or abusive by a panel assigned by the Mustang Heritage Foundation and consisting of a panel of licensed equine veterinarian(s) and/or respected horse industry professionals) the participant may be removed from the contest and/or all future contests and training programs. The following list, while in no way exhaustive, includes examples of unacceptable behavior and training techniques:
- No horse which appears to be emaciated, drawn or injured may be exhibited.
  - Use of inhumane training techniques or methods such as striking horse with objects, excessive spurring and/or excessive jerking of reins.
  - Any inhumane treatment which results in wounds.
10. **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 small banners and brochures or small printed materials in their stall area **ONLY** to promote their training business and their sponsors during the event.
11. Upon entry onto the show grounds, competing Mustangs' freemarkers may be verified by a BLM representative to determine the horse's eligibility.
12. 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.
13. At least one bag of shavings and one stall per competing Mustang will be provided free of charge. Additional shavings will be available for purchase. One shared tack stall will also be provided free of charge (tack stall may be shared with up to two other individuals).
14. Arenas will be available for warm up and scheduled practices – (schedule and location of arenas to be announced).

15. Classes: In the Legends division, exhibitors and their Mustangs will be judged in three classes – (1) a Supreme Trail class worth 40 points per judge, (2) a Supreme Pattern class worth 40 points per judge, and (3) a Trainer’s Choice class worth 40 points per judge. In the Idols division, exhibitors and their Mustangs will be judged in three classes – (1) a Supreme Trail class worth 40 points per judge, (2) a Supreme Pattern class worth 40 points per judge, and (3) a Compulsory Maneuvers class worth 40 points per judge (the Compulsory Maneuvers score will carry forward to the finals scoring). In the Stars division, exhibitors and their Mustangs will be judged in three classes – (1) a Leading Trail class worth 40 points per judge, (2) a Pattern class worth 40 points per judge and (3) a Compulsory Maneuvers class worth 40 points per judge (the Compulsory Maneuvers score will carry forward to the finals scoring). 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.
16. Finals: In the Legends division the top TWENTY (20) high scoring Mustangs will participate in a finals performance to determine the Legends Champion. In the Idols and Stars divisions, the top TEN (10) high scoring Mustangs will participate in a 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 AT ANY TIME, INCLUDING WARM-UP.**
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. Ties will be broken by the trail class to determine the finalists. 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.
6. **Drugs:** No person shall administer drugs internally or externally to a Mustang, either before or during the Extreme Mustang Makeover competition or adoption. 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 exhibitor must submit a letter from their veterinarian to the Extreme Mustang Makeover event manager as to the reason for the medication and the prescribed amount.*** **THE EXTREME MUSTANG MAKEOVER MANAGEMENT RESERVES THE RIGHT TO RANDOMLY OR DIRECTLY DRUG TEST ANY MUSTANG IN THE COMPETITION.** Positive tests may result in removal from the event and removal of prize money. *The Champion and Reserve Champion of each division will be drug tested immediately following the awards presentation on Saturday.*

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 their horse(s) into a division upon entry into the competition.
- a. **Any exhibitor who has previously won an Extreme Mustang Makeover event** (excluding winners of the Stars division) **is required to enter the Legends division** – Extreme Mustang Makeover Champions are not eligible to enter the Stars or Idols divisions.
  - b. **A horse is not allowed to be entered into multiple divisions**; however, if the exhibitor is eligible (i.e. not a past Champion as stated above) and is exhibiting multiple horses, each horse may be entered into its own division. For example, an exhibitor may enter horse #1 in Stars, horse #2 in Idols and horse #3 in Legends, but may not enter horse #1 in Stars, Idols and Legends.

**A. STARS DIVISION:** In the Stars Division all classes will be conducted in-hand – riding is not an option during any class, including the finals. Exhibitors at the Stars level will be judged on the following:

**1. Compulsory Maneuvers / 40 Points:**

- Exhibitors will have 90 seconds to complete this class. Time will be called at 90 seconds.
- Exhibitors will be judged on the execution of five compulsory maneuvers. Each maneuver is worth eight 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 at their best in any order:
  1. Trot a minimum of six strides
  2. Canter or lope a minimum of six strides
  3. Stop
  4. Back a minimum of six steps
  5. Pivot or turn 360 degrees to the right AND left

**2. Pattern Class / 40 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. Judges will expect a horse shown under English attire to turn on the backhand. Credit will 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
- Stop
- Back
- Pivots or turns to right and left

**3. Leading Trail Class / 40 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. 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 **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.*

**4. Stars Finals:** The Top Ten (10) Mustangs with the highest combined scores from the Compulsory Maneuvers, Pattern and Leading Trail classes will return for a freestyle finals performance. These top 10 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 is not an option.
- B. Exhibitors will carry their Compulsory Maneuvers scores forward into the finals scoring.
- C. 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.
- D. Props of pyrotechnic nature i.e. fireworks, flares, sparklers, firecrackers, etc. are not allowed.
- E. Exhibitors will have four minutes prior to their performance to stage or set the arena.
- F. Trainers will have 3.5 minutes to complete their freestyle performance – music and time will start when competitor enters the arena.
- G. "Voice-overs" and/or commentary from the trainer are not allowed during the performance. 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. All music is subject to review and approval by MHF staff.
- H. Other animals (dogs, additional horses, etc.) will NOT be allowed in the arena during the finals performance for any reason.
- I. Other people (including children) will NOT be allowed in the arena during the finals performance for any reason other than to set up obstacles, hand obstacles to the exhibitor or drive a vehicle to be used during the performance. Other people are NOT allowed to act as props, ride or come in contact with the horse at any point during the performance. All items are subject to review and approval by MHF staff.
- J. Mustangs are not allowed to trot or lope onto/into any *moving* or *covered* vehicles or trailers of any kind.
- K. Ties will be broken by the compulsory score. If a tie exists between compulsory scores, the score from a predetermined compulsory maneuver will break the tie. The tiebreaker compulsory maneuver will be determined prior to the start of the event. In case of further ties, a tiebreaker judge may be used. Management reserves the right to use a "ride off" as a tie breaker for first place.

**1. Execution of Compulsory Maneuvers – 40 points per judge** (carried forward from preliminary class).

**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 - 30 points:**

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

**B. Artistic Interpretation - 30 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 (15 points)
- The "WOW" Factor – level of originality and the overall entertainment value of the performance (15 points).

**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. Compulsory Maneuvers / 40 Points:**

- Exhibitors will have 90 seconds to complete this class. Time will be called at 90 seconds.
- Exhibitors will be judged on the execution of 10 compulsory maneuvers. Each maneuver is worth four 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 at their best in any order:
  1. Walk a minimum of six steps
  2. Trot a minimum of six strides
  3. Lope/canter a minimum of six strides
  4. Stop
  5. Back a minimum of six steps
  6. Lope/canter one full circle to the right
  7. Lope/canter one 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. Supreme Pattern Class / 40 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

**3. Supreme Combined Trail Class / 40 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

*\*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 10 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 carry their Compulsory Maneuvers scores forward into the finals scoring.
  - 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.
  - C. Props of pyrotechnic nature including fireworks, flares, sparklers, firecrackers, etc. are not allowed.
  - D. Exhibitors will have four minutes prior to their performance to stage or set the arena.
  - E. Trainers will have 3.5 minutes to complete their freestyle performance – music and time will start when competitor enters the arena.
  - F. "Voice-overs" and/or commentary from the trainer are not allowed during the performance. 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. All music is subject to review and approval by MHF staff.
  - G. One cow will be provided for those finalists requesting one.
  - H. Other animals (dogs, additional horses, additional cattle, etc.) will NOT be allowed in the arena during the finals performance for any reason.
  - I. Other people (including children) will NOT be allowed in the arena during the finals performance for any reason other than to set up obstacles, hand obstacles to the exhibitor or drive a vehicle to be used during the performance. Other people are NOT allowed to act as props, ride or come in contact with the horse at any point during the performance. All items are subject to review and approval by MHF staff.
  - J. Mustangs are not allowed to trot or lope onto/into any *moving* or *covered* vehicles or trailers of any kind.
  - K. Ties will be broken by the compulsory score. If a tie exists between compulsory scores, the score from a predetermined compulsory maneuver will break the tie. The tiebreaker compulsory maneuver will be determined prior to the start of the event. In case of further ties, a tiebreaker judge may be used. Management reserves the right to use a "ride off" as a tie breaker for first place.
  - L. Finalists will be scored on the following:
    - 1. Execution of Compulsory Maneuvers – 40 points per judge** (carried forward from preliminary class).
    - 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 - 30 points:**

- The horse's overall willingness to perform and execute maneuvers in a relaxed and confident manner (10 points)
- Communication and partnership between horse and rider (10 points)
- Incorporation of maneuvers and their degree of difficulty (10 points). These maneuvers would include but are not limited to: *sidepass, two tracking either direction, pulling or dragging, jumping, serpentines, rollbacks, roping, mounted shooting, lead changes, circles with variance in size and speed, stops, etc.*

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

- Components of Choreography – the composition and arrangement of the ride in relation to the music and its rhythm, as well as the use of maneuvers, costumes and/or props to enhance the performance (15 points)
- The “WOW” Factor – level of originality and the overall entertainment value of the performance (15 points).

**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 / 40 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
- Sidepass
- Work a cow (call for cow, hold cow, track cow, maneuver cow through cones and into pen, etc.)

### 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
- Sidepass
- Open gate
- Ride past live animal
- Walk over tarp or other foreign ground (i.e. pebbles, etc.)
- *\*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 20 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. Competitors will come into the finals with a “clean slate.” No previous scores will be counted toward the final placing.
- B. Each contestant will have 90 seconds to complete required compulsory maneuvers (listed below).
- C. The completion of the compulsory maneuvers will take place separately from the freestyle performance.
- D. For the freestyle performance, trainers will have four minutes to stage or set the arena.
- E. 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.
- F. Props of pyrotechnic nature including fireworks, flares, sparklers, firecrackers, etc. are not allowed.
- G. Trainers will have 3.5 minutes to complete their freestyle performance – music and time will start when competitor enters the arena.
- H. "Voice-overs" and/or commentary from the trainer are not allowed during the performance. 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. All music is subject to review and approval by MHF staff.
- H. One cow will be provided for those finalists requesting one.
- I. Other animals (dogs, additional horses, additional cattle, etc.) will NOT be allowed in the arena during the finals performance for any reason.

- J. Other people (including children) will NOT be allowed in the arena during the finals performance for any reason other than to set up obstacles, hand obstacles to the exhibitor or drive a vehicle to be used during the performance. Other people are NOT allowed to act as props, ride or come in contact with the horse at any point during the performance. All items are subject to review and approval by MHF staff.
- K. Mustangs are not allowed to trot or lope onto/into any *moving* or *covered* vehicles or trailers of any kind.
- L. Ties will be broken by the compulsory score. If a tie exists between compulsory scores, the score from a predetermined compulsory maneuver will break the tie. The tiebreaker compulsory maneuver will be determined prior to the start of the event. In case of further ties, a tiebreaker judge may be used. Management reserves the right to use a “ride off” as a tie breaker for first place.
- M. Finalists will be scored on the following:

**1. Execution of Compulsory Maneuvers – 40 total points per judge**

Contestants will be judged on the execution of 10 compulsory maneuvers. Each maneuver is worth four points each. 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.

Contestants may perform the following in any order (pattern will not be provided to finalists):

1. Stop
2. Back a minimum of six steps
3. Lope/canter one full circle to the right
4. Lope/canter one 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. Sidepass to the right
9. Sidepass to the left
10. Stop with rollback

**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 - 30 points:**

- The horse’s overall willingness to perform and execute maneuvers in a relaxed and confident manner (10 points)
- Communication and partnership between horse and rider (10 points)
- Incorporation of maneuvers and their degree of difficulty (10 points). These maneuvers would include but are not limited to: *sidepass, two tracking either direction, pulling or dragging, jumping, serpentines, rollbacks, roping, mounted shooting, lead changes, circles with variance in size and speed, stops, etc.*

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

- Components of Choreography – the composition and arrangement of the ride in relation to the music and its rhythm, as well as the use of maneuvers, costumes, and/or props to enhance the performance (15 points)
- The “WOW” Factor – level of originality and the overall entertainment value of the performance (15 points).

**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.

<u>STARS - \$20,000 Purse</u>		<u>IDOLS - \$50,000 Purse</u>		<u>LEGENDS - \$108,500 Purse</u>	
Champion	\$7,000	Champion	\$20,000	Champion	\$50,000
2 <sup>nd</sup> Place	\$3,500	2 <sup>nd</sup> Place	\$9,000	2 <sup>nd</sup> Place	\$20,000
3 <sup>rd</sup> Place	\$2,000	3 <sup>rd</sup> Place	\$6,000	3 <sup>rd</sup> Place	\$10,000
4 <sup>th</sup> Place	\$1,850	4 <sup>th</sup> Place	\$4,500	4 <sup>th</sup> Place	\$5,000
5 <sup>th</sup> Place	\$1,500	5 <sup>th</sup> Place	\$3,500	5 <sup>th</sup> Place	\$4,000
6 <sup>th</sup> Place	\$1,250	6 <sup>th</sup> Place	\$2,250	6 <sup>th</sup> Place	\$3,000
7 <sup>th</sup> Place	\$1,000	7 <sup>th</sup> Place	\$1,750	7 <sup>th</sup> Place	\$2,000
8 <sup>th</sup> Place	\$750	8 <sup>th</sup> Place	\$1,250	8 <sup>th</sup> Place	\$1,750
9 <sup>th</sup> Place	\$650	9 <sup>th</sup> Place	\$1,000	9 <sup>th</sup> Place	\$1,500
10 <sup>th</sup> Place	\$500	10 <sup>th</sup> Place	\$750	10 <sup>th</sup> Place	\$1,250
				11-20 <sup>th</sup> Place	\$1,000

2. CLASS PRIZES will be presented to the Top 10 highest placing Mustangs in each class (Trail, Pattern, etc.) in each division (Stars, Idols, Legends).
3. INCENTIVE AWARDS will be presented to the exhibitors with the 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: First-time Extreme Mustang Makeover competitor.

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

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

Incentive Awards (all 3 divisions)

Champion Rookie \$1,375

Champion Young Gun \$1,375

Champion Silver Bullet \$1,375

4. A SPORTSMANSHIP award of \$1,375 will be presented to one exhibitor in each division (Stars, Idols, Legends). The Sportsmanship award winners will be determined by peer voting. Each exhibitor will be allowed to vote for one winner in each division. The exhibitors with the greatest number of votes in each division will win.
5. A \$5,000 FAN FAVORITE award will also be presented to the exhibitor 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.
6. Additional prizes and awards may be added to any or all of the above award categories.