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AMERICAN PAINT HORSE ASSOCIATION

## 2024 APHA Youth World Games Rules

### **Eligibility and Selection Procedure**

1. Exhibitors must be 12 to 18 years of age on January 1, 2024.
2. Exhibitors and team managers/coaches must be current American Paint Horse Association members in good standing at the time of the event.
3. A team will consist of four to five exhibitors and one team coach and/or manager. Each country's regional club or affiliate association shall govern its system for team qualification and will name the official team coach and/or manager.

### **Rules of the Competition**

1. All rules stated in the Official APHA Rule Book will also apply to the Youth World Games.
2. The Youth World Games will consist of four classes: Showmanship, Western Horsemanship, Hunt Seat Equitation, and Ranch Riding.
3. Exhibitors will draw their horse from the pool of designated horses. There will be at least one designated alternate per class. Exhibitors must show the horse they draw unless changed by a majority decision of APHA/YWG staff.
4. Exhibitors may practice with the horse they drew for one 30-minute session the day before they are scheduled to show (unless exceptional circumstances, approved by APHA/YWG staff, require exhibitor to practice on a different day).
  - Outside of the 30-minute practice session, exhibitors are not allowed to touch, groom, tack up, ride, or practice with that horse in any way.
  - Team coaches are not allowed to touch, groom, tack up, ride, or practice with their teams' draw horses in any way.
5. In the Western Horsemanship, Hunt Seat Equitation, and Ranch Riding, exhibitors will mount their horse, set their stirrups, and wait in the holding area. No schooling/warming up will be allowed by the exhibitor.
6. In the Showmanship, exhibitors will be handed their horse's lead at the gate of the arena and then immediately enter for their pattern. No schooling/warming up will be allowed by the exhibitor.
7. In Western Horsemanship and Hunt Seat Equitation, exhibitors shall enter the ring and show collectively on the rail at all required gaits, in both directions, prior to working the pattern individually.
8. In Showmanship and Ranch Riding, exhibitors are to perform individually from the gate.
9. When through no fault of the exhibitor, a horse performs so poorly that it is impossible to fairly judge the exhibitor's ability, a re-ride or rerun may be granted.
  - A judge may request a re-ride by consulting with APHA/YWG staff. If staff grants the re-ride/re-run request, they will notify the exhibitor's coach.

- Although coaches may confer with APHA/YWG staff and the judge, only APHA/YWG staff may grant or deny a re-ride/rerun.
- If a re-ride/rerun is granted, it shall be judged as if the first performance never occurred.
- The re-ride/rerun will be at the end of each class. If more than one re-ride/rerun is granted, the re-rides/reruns will work in the original order.

10. For additional testing, a judge may ask an exhibitor to change horses with another exhibitor in the same class. This may occur provided rail work and/or pattern has been completed by all exhibitors.

### **Attire**

1. Exhibitors must be appropriately attired for Youth World Games competition according to the rules outlined in the Official APHA Rule Book. A Western hat or safety helmet or English helmet is required. Shirts must have collars and long sleeves.
2. All equipment and attire must be legal, but silver and sequins will not count over a good working outfit.

### **Judging**

1. Judging will be according to the Official APHA Rule Book.
2. In instances where class procedures vary between countries, the pattern or procedure used for the class will be at the APHA/YWG staff and judges' discretion.
3. During Youth World Games competition, the exhibitor's ability is being judged; therefore, no penalty will be assessed because of the horse's conformation or way of going. Results as shown by performance of the horse are NOT to be considered more important than the method used by the exhibitor in obtaining them.

### **Overall Awards**

1. The Youth World Games competition will consist of four classes to be held after the regular youth division of each class. Overall team placings will be based on each team's top four classes. Awards will be given through sixth place in each class.
2. Placings in each of the four classes will be used to determine the final ranking of teams. Points will be awarded as follows:
  - 1st place - 10 points
  - 2nd place - 9 points
  - 3rd place - 8 points
  - 4th place - 7 points
  - 5th place - 6 points
  - 6th place - 5 points
3. In the event of a tie, the following tie-breaker procedure will be used:
  - a) The team with the most first place wins.
  - b) The team with the most second place wins.
  - c) The team with the highest placing in Showmanship.