



YELO Rules and Regulations

1. YELO Divisions
 - Youth age 12 and under (Weanlings)
 - Youth age 13-17 (Yearlings)
 - Youth at Heart Amateurs 18-49 (Colts and Fillies)
 - Youth at Heart Amateurs 50 & up (Mares and Geldings)
2. YELO Levels
 - Green - Sprouting
 - Blue - Stretching
 - Yelo - Shining

YELO divisions are currently open to **AMATEURS ONLY**. Amateurs cannot have accepted more than \$500 in remuneration for teaching lessons, clinics, and/or training horses in the last year.

2) YELO will hold a spring and fall online show circuit each year. Each circuit will include a liberty, bridleless, game, and freestyle category. Check out our calendar for full competition schedule and entry details: <https://www.yeloliberty.com/events>

3) YELO offers patterns in the following categories:

- Liberty
- Bridleless
- Games
- Freestyle

Check out the full list of patterns here: <https://www.yeloliberty.com/patterns-and-classes>

4) Treats are allowed in all classes. Treats must be given at an appropriate time as a reward and in a safe manner. Excessive treat use can lead to disqualification from the class.

5) Any inhumane treatment of the horse, excessive use of whips or other training aids, and lameness will result in disqualification.

- If you see something that you think qualifies as abuse please report it to a show official. Any abuse spotted will be asked to leave.

6) In the event a horse leaves during the pattern, there will be a point deduction. The point deduction will apply for the first and second time a horse leaves. If the horse leaves a third time, that will result in a disqualification.

- The judge also reserves the right to disqualify any bridleless entry where the rider has lost control or is exhibiting unsafe behavior.



7) Attire

- Competitors must wear clean jeans or breeches and a clean polo or button down.
- All competitors must wear equine appropriate footwear.
- Helmets are **required for all youth in mounted classes.**
- Helmets will follow discipline guidelines for adult classes:
 - Required in jumping.
 - Highly recommended in dressage, and English equitation
 - Helmet or hat highly recommended for reining, trail, and western horsemanship and speed classes.

8) Tack is expected to follow the standard tack procedures for the discipline you're competing in.

- Bareback pads are allowed. Bareback pads with stirrups will count as a saddle in the degree of difficulty category.
- Competitors in bridleless classes are allowed to ride with aids (including neck rope, dressage whip or stick, spurs). All aids must be used appropriately and humanely.

9) Warm-up guidelines

- Please do not let your horse loose at liberty in common shared spaces. A Liberty warm-up area will be provided at all in-person competitions and participants can register for time slots in the private round pen.
- You may ride bridleless in shared warm up area as long as your horse remains safe and under control.

10) Time Allotted

- Competitors will have four minutes to complete each pattern in non-timed divisions. Once time runs out, competitors will receive no score.

11) Guidelines to Film Your Virtual patten

- See each pattern for specific arena set up guidelines
- Horse and competitor must be completely visible in the frame for the entirety of the pattern.
- Video must be straight and in focus for the entire pattern.
- Video must be free of any edits or alterations.
- Videos that are edited or have the horse leaving the frame will result in no score.
- Videos must be uploaded as a link on YouTube or Vimeo and set to public. Any videos with the wrong privacy settings will result in no score.

12) Any unplanned dismounts will result in disqualification.



13) Competitors are allowed to have someone call out the pattern to them for appropriate classes. Callers must only call the pattern as written and are not allowed to give coaching advice. Callers must remain outside the arena during the pattern.

6) Judging

- Classes will be judged on a star system.
- Each maneuver will be scored on a scale of 1-5 stars
 - Half stars are allowed
 - Patterns that are maneuver based will have their star scores converted to a percentage.
 - For Example: If you scored 50 stars out of a total of 70 stars for that pattern, you would receive a 71.43% on that pattern.