

# BREAKING TIES FOR SCORED CLASSES

**Note: Results must be submitted to the AHA with ties broken. There is a very rare occasion when a tie cannot be broken – in this case, the reason why the tie has not been broken must be sent along with the results.**

All ties must be broken for Dressage, Western Dressage, and Sport Horse In-Hand. Ties must be broken for Breeding and Gelding In-Hand and Performance Halter classes when the Arabian scoring system is used. Ties must be broken for specific placings in Working Western Championship classes including Western and English Trail, Trail In-Hand, Reining, Working Cow, Reined Cow, Cutting, Herd Work, Ranch Riding, and Western Riding. Please use the following rules from the USEF Handbook and the AHA Handbook.

## AHA COMP 507. ARABIAN SCORING SYSTEM

TIEBREAKERS Breeding & In Hand		TIEBREAKERS Performance Halter From the Halter Performance Master Score Sheet.	
Arabian Stallions, Colts, Mares, Fillies	Arabian Geldings & Half Arabian/Anglo Arabian	Arabian	Half Arabian/Anglo Arabian
1. Arabian Type 2. Movement 3. Conformation 4. Call Judge	1. Conformation 2. Movement 3. Call Judge	1. Athletic Structure 2. Breed Type 3. Quality/Balance/Substance 4. Conformation 5. Movement 6. Call Judge	1. Athletic Structure 2. Quality/Balance/Substance 3. Conformation 4. Movement 5. Call Judge

## USEF AR173 Dressage Classes Breaking Ties

1. In the event two or more competitors have equal points (a tie), the tie shall be broken pursuant to DR123 except when after a review of the scores for Collective Marks/General Impression there remains a tie, the tie must be broken as follows:
  - a. The competitor with the highest Collective Mark scores by the judge sitting at C shall be declared the winner of the tie; and
  - b. In the event there remains a tie with the judge's (sitting at C) Collective Mark scores, the winner of the tie shall be determined by that judge's scores as follows:
    1. The competitor with the highest free walk score (Intro through Second level) or highest extended walk score (Third through Grand Prix) shall be determined the winner;
    2. In the event there is a tie on the free walk/extended walk score, the competitor with the highest sum of scores with coefficients greater than one shall be determined the winner;
    3. In the event there is a tie based upon the sum of the scores with coefficients greater than one, the competitor with the first highest Collective Mark score shall be determined the winner. (Start at the top of the Collective Mark scores and work down until the tie is broken); and
    4. In the event that the Collective Marks are identical, the competitor with the first highest movement score shall be determined the winner. (Start at the top of the movement scores and work down until the tie is broken). If a tie still remains, the judge(s) must break the tie.

## USEF AR232 Western Dressage Classes Breaking Ties

1. In the event two or more competitors have equal points (a tie), the competitor with the highest marks received under Collective Marks/General Impression scores shall be declared the winner. If after a review of the scores for Collective Marks/General Impressions there remains a tie, the tie must be broken as follows:
  - a. The competitor with the highest Collective Mark scores by the judge sitting at C shall be declared the winner of the tie; or
  - b. If in the event there remains a tie with the judge's (sitting at C) Collective Mark scores, the winner of the tie shall be determined by that judge's scores as follows:
    1. The competitor with the highest free walk score shall be determined the winner; or
    2. If in the event there is a tie on the free walk, the competitor with the highest sum of scores with coefficients greater than one shall be determined the winner; or
    3. If in the event there is a tie based on the sum or the scores with coefficients greater than one, the competitor with the first highest Collective Mark score shall be determined the winner. (Start at the top of the collective mark scores and work down until the tie is broken); or
    4. If in the event that the Collective Mark scores are identical, the competitor with the first highest movement score shall be determined the winner. (Start at the top of the movement scores and work down until the tie is broken); or
    5. If a tie remains, the judge(s) must break the tie.

## **USEF AR177 Sport Horse Scoring In-Hand Procedures.**

7. Tied scores for Sport Horse In-Hand shall be broken first by referring to movement, then conformation, then overall balance and finally manners. If the horses are still tied, the judge (or call judge in a multiple judge system), will make a final tie-breaking decision.

## **USEF AR210 Working Western General Scoring**

4. Ties for, Champion, and Reserve Champion, and any other placing requiring a work-off, will be broken by using the same pattern, order of go and scoring technique as was used in the event; however, there will not be more than one work off.

- a. Tied exhibitors can choose to forego a work-off and be named co-champions but must determine the winner of the awards by consensus or by a flip of a coin. If they do not agree, the exhibitor(s) who does not want to work-off will forfeit first place to the other. Prize money (if any ) for the tied placing(s) involved will be added together and equally split between the respective exhibitors.
- b. Exhibitors disqualified in a work-off cannot be placed any lower than the lowest consecutive placing which results from breaking the tie.
- c. In all Working Western classes (except Reined Cow, Limited Reined Cow Horse Classes, and Reining Seat Equitation), ties for fifth in a Top 5 and tenth in a Top 10 or any tie, other than Champion or Reserve Champion, that may require being broken will be determined by the horse with the lowest "Total Penalty Points". Should the tie persist, the tie shall then be broken by the highest maneuver/obstacle score of a predetermined maneuver or obstacle. If the tie continues to persist, then it shall require a work-off in accordance with AR210.4 1. In Reined Cow and Limited Reined Cow Horse classes, ties shall be broken first by the highest score of the "Fence" or "Cow Work." In Reining Seat Equitation, ties shall be broken first by the highest "Equitation" score. a. If a tie persists in Reined Cow, Limited Reined Cow, or Reining Seat Equitation, it shall then be broken by the horse with the lowest total penalty points. Should the tie persist, the tie shall then be broken by the highest maneuver/obstacle score of a predetermined maneuver or obstacle. If a tie continues to persist it shall require a work-off in accordance with AR210.4.
- d. Ties for any placing in a non-championship class will be determined by the horse with the lowest "Total Penalty Points". Should the tie persist, the tie shall then be broken by the highest maneuver/obstacle score of a predetermined maneuver or obstacle. If the tie continues to persist all horses tied will stand tied and all involved exhibitors will qualify for AHA Regional competition; prize money (if any) for the placings involved will be added together and equally split between the respective exhibitors.
- e. In classes with multi go-rounds, ties will be broken in accordance with AR210.4a, b, and c utilizing the Total Penalty Points and/or maneuver/obstacle score of the "Final" go-round.
- f. In classes with five judges, ties will be broken in accordance with AR210.4a,b,c, and e utilizing the Total Penalty Points and/or maneuver/obstacle scores of only the judges' scores utilized in the final go-round.

## **USEF AR 238 Additional Western and English Trail Rules Under Saddle and In-Hand**

6. For method of breaking ties in Trail classes see AR210. In the event of a further tie, refer to the order of the judges cards (i.e. #1, #2, #3).

## **AHA Handbook AHA REQ 207. Additional Cutting Rule Cutting Scoring/Judging.**

### **Nationals**

2. Ties in Cutting Horse classes for Champion, Reserve Champion, or the last place of the placings shall be resolved as follows:
  - a. Go to Number One Judge's total scores for that class.
  - b. If tie persists, go to Number One Judge's scores in the Final go-round for that class.
  - c. If tie continues, use a work-off.
  - d. Repeat if necessary.