

# Uniform Rules for 4-H Horse Shows



**THE OHIO STATE UNIVERSITY**

COLLEGE OF FOOD, AGRICULTURAL,  
AND ENVIRONMENTAL SCIENCES



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## PURPOSE OF THE UNIFORM RULES

The Uniform Rules are required for 4-H horse shows throughout the state of Ohio. In a horse program as large as Ohio, consistency of rules is very important for smooth operation of the program. However, we also realize that due to the variations in size and organization of the horse clubs, counties need the flexibility to add to these rules to meet local needs. Therefore, the county horse advisory committee and/or the local 4-H Extension educator have the option of adding to these rules for local shows. However, when the 4-H member comes to the state horse show, these rules will be strictly followed, or if changes are made to these rules, they will be written out and given to all exhibitors. For a copy of additional county rules, be sure to ask your local 4-H advisor and/or the county 4-H Extension educator.

## SOLICITATION FOR HORSE SHOWS

Appropriate recognition is important, but the success and effectiveness of a 4-H horse show is not measured by the number of trophies.

Horse equipment and supplies, such as halters, lead ropes, blankets, etc., are practical and useful awards that might be substituted for a trophy. Less expensive trophies, ribbons, and rosettes are also suitable.

There is a growing concern about the increased solicitation in the name of 4-H for 4-H horse show classes. Some businesses are being solicited many times during the year. This is creating a negative image for the 4-H program. Solicitation should be kept to a minimum, and steps should be taken to help assure that the same business is not contacted for every show. The county Extension office, working with its 4-H horse committee, may need to develop a program for a more equitable solicitation plan. This may include the need for approval to solicit specific businesses.

The 4-H name and emblem are copyrighted, and therefore, a request for approval to solicit is appropriate.

## POLICIES

The combined recommendations of the State 4-H Horse Advisory Committee and the State 4-H Horse Judges Committee are included in the statements presented here. It is the desire that the county committees review their equine programs in relation to the recommendations presented in this publication.

## CONDUCTING 4-H HORSE SHOWS

1. County Extension educators should be involved in the planning of 4-H horse shows or 4-H classes in open shows held within their counties. The 4-H name and emblem are copyrighted, so any classes that are called 4-H classes or any class limited to 4-H members must have Extension approval.
2. Regional or state 4-H horse shows sponsored by horse organizations must have the approval of the State 4-H Leader.
3. No entry fees are to be made in classes when the grade counts as the project grade.

4. A membership form identifying both the member and the project horse shall be presented if asked for when entering all 4-H classes. This form must be signed by the club advisor, and a duplicate form must be on file in the county Extension office.
5. Because spiritual growth is an important part of the 4-H program, Sunday morning shows in which 4-H members are involved are discouraged. If it is impossible to avoid a Sunday show, some kind of meaningful worship program should be conducted.

## OWNERSHIP

1. Equine used as project animals must either be owned by the member, the member's family (parent, grandparent, sibling—full or step, or legal guardian[s] and their children) or leased. A horse can be leased to only one 4-H member as a project. If the lessor agrees, siblings can also ride the horse as long as the rules for others riding a 4-H member's horse are followed. The purpose of a lease is to provide an educational 4-H experience for youth who might not otherwise have the opportunity. If an animal is leased, a contract to lease must have the approval of the county 4-H Extension educator. A copy of the signed contract must be filed in the county Extension office.
2. An animal carried as a project can be shown by only one 4-H member in state fair participation. Counties may allow more than one 4-H member to show a horse in a county show if they wish. However, only one may compete for state fair qualification and that member needs to be identified prior to showing in a state fair qualifying show.
3. All animals carried as 4-H projects and those that are shown at the state fair must be owned or leased and in the continual care of the 4-H member by the date specified by the member's county. This date shall be no later than June 1. Continual care does permit boarding an animal, provided the member is involved in caring for the horse. Project animals should not be switched during the year.
4. Lessons, instruction, and advice for the member are encouraged. As long as the member is present in a learning situation, such assistance can include occasional riding or handling of the horse by another person, but cannot include regular training and care of the horse within 30 days of competition in any county state fair qualifying show or the State Fair Junior Horse Show. Showing a 4-H member's project animal in a class at a show is not considered training. However, if a project animal is shown by someone other than the 4-H member in an open or breed show within the 30 days prior to the 4-H competition, the 4-H member must be present and show the project horse in that same show.
5. Family members can ride a 4-H member's project horse without the 4-H member being present within the 30-day limit as long as it is not a daily occurrence and is merely for pleasure (for example, trail riding with visiting relatives or friends) and does not include training of the horse for the show ring.
6. Only people showing an animal in a class at a show can ride, drive, or train that animal at the show. The violator and the horse are disqualified from further participation at that show. (An exception may be made for children simply wanting to sit on or to be led while riding the horse in a non-schooling manner.)

From the time the equine arrives at the state show grounds for the State Fair Junior Horse Show, only the exhibitor may ride, drive, exercise, or train the horse, and the exhibitor must wear his or her back numbers when working with the animal.

7. A young person may earn money with horses (for example: shoeing, riding lessons, training, winning prize money, etc.) and still be in the 4-H program.
8. Hardship cases
  - A. A county may make exceptions on an individual basis to the June 1 date for local programs, but there are no exceptions for state fair participation.
  - B. Children away in school or in a split family may still participate as long as the animal is identified by June 1, and they do assume responsibility for the animal before the show. Rules for regular training and handling of the horse are the same as described previously.

## STEWARDS

1. Each show must have a steward or stewards. It is recommended that the steward be a 4-H advisor who is familiar with both 4-H programs and technical horsemanship.
2. The steward interprets and clarifies rules and decides cases of eligibility for a particular class.
3. Any exhibitor wishing to discuss any matter with the judge must first contact the steward, who can approve and arrange such an appointment.

## JUDGES

1. It is recommended that 4-H Horse Show Committees hire judges listed on the current year's 4-H Horse Show Judges List. It is required that judges for state fair qualifying shows be selected from this list so that they are familiar with Ohio 4-H's method of evaluating youth for state fair participation. This list contains the names of judges who have met the qualifications set forth by the State 4-H Horse Show Judges Committee. The list is available online at [horse.osu.edu](http://horse.osu.edu).
2. The purpose of the program for judges is to train and/or identify judges who are knowledgeable, impartial, professional, and able to communicate effectively with youth and adults. These judges, along with the number of acceptable evaluations received on their behalf, are included on the list of judges for use by 4-H Horse Show Committees.
3. The qualifications required for a judge to be listed are as follows:
  - A. Submit a completed application and appropriate application fee each year by October 1.
  - B. Attend the 4-H judges training clinic every other year; or attend the 4-H judges training clinic and one other judge training clinic every three years.
  - C. Pass a test on the current rule book.
  - D. Have at least three acceptable evaluations returned from shows that they have judged in the past two years.
  - E. To get on the list the first time, a judge needs to provide references, demonstrate an ability to judge (have apprentice judged or judged at least 3 shows), pass an interview, pass a test on the rule book, and attend and score well at the

training clinic. Program rules and requirements as well as application materials are available online at [horse.osu.edu](http://horse.osu.edu).

4. When hiring a judge, show management should provide the judge with:
  - A. A contract listing the agreed-upon fee, expenses, and when the payment will be made.
  - B. A listing of classes and any county rules that add to the rules in Uniform Rules for 4-H Horse Shows.
  - C. An introduction of the judge to the officials on show day. Provisions for the comfort of the judge while judging should also be made.
5. The judge should adhere to these guidelines for show management:
  - A. Provide clear fee and expense information at the time of hiring.
  - B. Arrive at the show 30 minutes before starting time to meet show officials and review any special rules, show procedure, and patterns to be used in the various classes.
  - C. Not visit with exhibitors or parents except when handling horse show questions through the steward.
6. A judge's conduct must be exemplary of his/her position. Any grossly inappropriate conduct (such as judging when intoxicated, using abusive language, etc.) should be reported to the state horse specialist, who will bring the matter up before the State 4-H Judges Committee for appropriate action.
7. Judges shall dress appropriately for the type of show and classes they are judging. A western hat, boots, trousers or pressed jeans, and a long-sleeve jacket or blazer are appropriate attire to judge western shows/classes or shows with a variety of classes. Business attire such as dress suits, long skirts, jackets, and hard-sole, closed-toe shoes are appropriate attire for judging English, Gaited, or Hunter shows.
8. Judges should be familiar with the different breeds that they encounter and should be able to call and to recognize correct gaits.
9. Judges are encouraged to give constructive criticism and suggestions for improvement to exhibitors whenever possible.

## GENERAL RULES

1. All youth age 19 and under, participating in any 4-H equestrian activity, are required to wear properly fitted protective headgear which meets or exceeds current ASTM (American Society for Testing and Materials)/SEI (Safety Equipment Institute) standards with the chin harness securely fastened at all times while riding or driving an equine.

It is the responsibility of the rider, or the parent or guardian of the youth participant, to make sure that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use and is properly fitted and in good condition. The Ohio 4-H Horse Program, show committees, officials, Extension personnel, and volunteer leaders are not responsible for checking headgear worn for such compliance.

The Ohio 4-H Horse Program, show committees, officials,



Extension personnel, and volunteer leaders make no representation or warranty, expressed or implied, about any protective headgear, and caution riders that death or serious injury may result despite wearing such headgear, as no helmet can protect against all foreseeable injuries in equestrian activities.

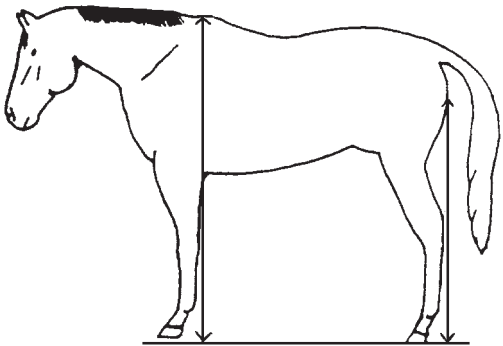
The Ohio 4-H Horse Program, show committees, officials, Extension personnel and volunteer leaders may, at his/her discretion, check a participant's protective headgear for proper standards. If the youth is found to be wearing unapproved, defective, or improperly fitted headgear, he/she is not permitted to participate in riding or driving activities until proper headgear is acquired.

2. Inhumane (as determined by show management) methods of schooling or showing are not allowed. Any fresh bleeding observed by the judge and caused by rider, tack, or lack of control in a class disqualifies the exhibitor in that class.
3. The administration of any drug (includes herbal preparations) that affects the central nervous system (stimulant or depressant) to a horse shown in any 4-H class is strictly prohibited.
4. The administration of a drug for therapeutic measures, including the use of non-steroidal anti-inflammatory drugs, is permitted unless the drug affects the central nervous system (stimulant or depressant). If used, a veterinarian's certificate prescribing the drug must be filed with show management prior to showing.
5. The use of any equipment that affects the central nervous system (stimulant or depressant) of a horse shown in any 4-H class is strictly prohibited.
6. Use of any substance or method that affects the normal movement of the tail is strictly prohibited. Tongue ties are also prohibited.
7. The use of irritants (including blisters, ginger, or similar soring or pain-inducing substances or devices) that affect the gait, carriage, or performance of the horse are strictly prohibited.
8. Any exhibitor guilty of showing an animal under the influence of any prohibited drug, using any forbidden substance, or failing to file a veterinarian's certificate prior to showing is disqualified and forfeits all placings and awards for the show. Additional penalties may also be given by show management, based on the situation.
9. Horses must be made available for drug testing if requested. Failure to do so is an admission of guilt, and punishments are according to previous section 8.
10. Hair may be added to a horse's mane or tail. How well it matches and is attached is considered in showmanship classes.
11. The judge will dismiss from the ring any entry he or she feels is unruly or not insufficient control for the safety of the handler or other exhibitors.
12. No person other than exhibitors and show officials is allowed in the ring while any class is being judged without permission of the show manager.
13. Participation in any 4-H show is optional. No 4-H member is required to exhibit in order to receive a project grade.
14. Grading of show entries and projects is at the option of the county 4-H committee. No show judges are required to assign annual project grades, but judges may be asked to grade all 4-H

- members in a class on their performance.
15. Showmanship, horsemanship, and equitation classes are judged solely on the ability and performance of the exhibitors and the health and the condition of the horse. Performance classes are judged on the criteria listed under each class as it appears in this rule book.
  16. Long hair must be confined so as to not cover the rider's number. Numbers placed on both sides of the horse are preferred to back numbers. If only one number is used, it should be on the exhibitor's back. Failure to wear a number or wearing an incorrect number in a class causes disqualification of the exhibitor.
  17. The judge determines if a horse is sound or healthy enough to compete in a class.
  18. Stallions may be shown in 4-H classes only within the same calendar year in which they were foaled.
  19. Unsportsmanlike conduct toward judges, show management, or exhibitors, or physical abuse of the horse is not tolerated. Violators will be dismissed from the show by the show manager.
  20. The procedures for handling horse show complaints and protests are as follows:
    - A. Complaints are handled through the show steward, who clarifies rules and arranges for the exhibitor to visit with the judge if the steward feels the request is justified.
    - B. If any complaint cannot be resolved at the steward level, a written protest should be filed with show management.
      1. Protests must be made in writing and signed by the party or parties making the protest.
      2. A \$100 fee must accompany the protest. The fee is retained by the show management and used to pay the costs of investigating the protest.
      3. The protest and fee must be filed with the show manager the same day of the show. The protest is considered at the time designated by the show manager and includes the accused, the accuser, an Extension representative, and any other needed parties. If any party cannot attend, a representative must be sent.
      4. A judge's decision on how a class is placed, or a decision on disqualification of an exhibitor based on the judge's interpretation of the rules for that class, shall not be protested.
    - C. The show manager has the right to prohibit an exhibitor from showing if there is evidence that the exhibitor has violated 4-H horse show rules that would make the exhibitor ineligible to show.
  21. Ohio 4-H club membership eligibility begins when the child is at least age 8 and enrolled in the third grade as of January 1 of the current year. 4-H membership ends December 31 of the year in which an individual attains the age of 19.
  22. Age of a horse is determined on the universal system that makes a horse one year older each January 1.
  23. Within the class and the divisions provided in these rules, classes may be divided to fit local conditions as follows:
    - A. Age of exhibitor.
    - B. Experience level of riders and/or horses.

- C. All classes may be divided by the judge or the show committee to maintain safety.
- D. Height of project animal. Measurement guidelines for the 4-H equine:
1. Stand the animal on a smooth, level surface in such a way that the front legs are vertical, and the backs of the hocks are in a vertical line with the point of the horse's quarter. (See Figure 1.)
  2. The head is to be held only low enough to reveal the highest point of the withers and no lower.
  3. With the horse in this position, measure the vertical distance from the highest point of the withers to the ground. (See Figure 1.)
  4. The arm of the measuring standard shall be placed over the highest point of the withers; no measurement taken at any other part of the horse's body shall count.
  5. The measuring stick shall have a plumb bob or spirit level to make sure the standard is perpendicular from the withers to the ground and that the cross pieces are parallel to the ground.
  6. Horses and ponies should be measured at the beginning of the 4-H horse show season, not later than June 1. The animal can be measured barefooted or shod (option up to the exhibitor, but the animal must be shown as measured). If the animal was first measured shod and at a subsequent show, the exhibitor wanted to show the animal barefoot, the animal should be re-measured (if the situation is reversed, the animal should also be re-measured) if there is any doubt in which size class the animal belongs. The height of the animal should be marked on the 4-H ID form.

Head lowered only  
enough to see highest  
point of withers.



Horse stands squarely with  
front legs vertical to ground.

Horse stands squarely with  
back of hocks in vertical line  
with point of quarter.

**Figure 1**  
How to Measure a Horse

7. Western and English horse and pony sizes are as follows:
  - a. Horse is over 58 inches (14.2 hands).
  - b. Large pony is over 54 inches (13.2 hands) but not exceeding 58 inches (14.2 hands).
  - c. Medium pony is over 50 inches (12.2 hands) but not exceeding 54 inches (13.2 hands).
  - d. Small pony is taller than 38 inches but not exceeding 50 inches (12.2 hands).
  - e. Small equine is 38 inches or shorter when measured at the base of the last hairs of the mane.
8. Show management may either accept the height measurement written on the 4-H member's card or must measure every animal to be shown in a pony or the small equine classes.
9. Animals may show in a class for animals larger than they are, but never in classes smaller than they are. Youth may not show in classes of different animal height in the same show.
24. Horse show management may make attire exceptions for youth with religious beliefs that prohibit the use of the defined attire. However, the attire must not create an unsafe situation for the youth.
25. Equipment failure in any class is a disqualification if it prevents the youth from safely completing the class.
26. All equines are eligible to exhibit in classes that horses or ponies may enter and must follow the same rules except where differences are noted. All equines are to enter only the classes in which they can perform the required gaits and maneuvers.
27. Donkeys in 4-H horse shows: When donkeys are shown, show management and the judge should consider the following:
  - A. Show donkeys in classes by themselves whenever possible.
  - B. In riding classes, donkeys may be shown English or Western and may be ridden at all times with two hands.A crupper or breeching is mandatory in all riding classes. Donkeys should only be asked to canter for brief periods of time and be asked to back only short distances. The use of draw reins in classes is to be penalized but is not cause for disqualification.
28. The 4-H name may in no way be associated with any class or show in which any form of gambling is done on the outcome of any class.
29. Any horse five years of age and under may be ridden two-handed with a snaffle bit or hackamore in any western class. However, proof of the horse's age is the burden of the rider.
30. Youth are not to be tied to the saddle in any manner nor are stirrups to be tied down in any way. Use of Velcro or any other substance that causes youth to adhere to the saddle is illegal.
31. In evaluation of all classes except dressage, a 70 score is considered average.
32. There is a two-minute time limit for all exhibitors to be in a class. Time begins when the announcer first calls for the class to begin entering the arena. After two minutes or if all exhibitors are in the arena before the two minutes, the gate is closed, and the class is started.
33. Special allowances may be made at horse shows for children

with medical or physical handicaps. Parents need to notify the steward before the show, who then makes arrangements with the judge and the ringmaster for any special needs of the youth.

34. Electronic communication equipment that allows someone to be in communication with the exhibitor in his or her classes is not allowed. Exceptions can be made based only on medical or physical handicaps.
35. Draft classes are for draft-type equine. Animals should be draft breeds or crosses of draft breeds or draft-type mules. Draft ponies should be of stout build.
36. A fall of the horse is defined as the horse's shoulder and hip touching the ground.
37. All exhibitors, regardless of discipline, must allow their equipment and/or horse to be examined by the show steward and/or judge. At the judge and/or show steward's discretion, this includes but is not limited to, the use of a bit gauge, magnet, or other equipment. Exhibitors may be requested to drop the headstall/bridle, whether this inspection takes place in the warm-up arena, at the entry gate of the arena, or following a class in the center of the arena; the participant may be asked to dismount from the horse when the headstall/bridle is dropped.
38. Because of animal welfare concerns and the image that 4-H wants to present, horses with a body condition score of less than 4, when using a scale of 1-9 (ribs easily discernable, tops of spinous process easily discernable, tailhead prominent with hook bones easily discernable, withers accentuated, and neck obviously thin), obviously sick horses, and horses with Grade 3 or greater lameness (consistently observable at the trot; marked nodding, hitching, or shortened stride; and minimal weight bearing in motion or at rest) are not allowed at 4-H shows. The show manager, show veterinarian, or the judge can dismiss a horse from the show for these reasons.

## STATE FAIR QUALIFYING SHOWS

### PERFORMANCE AGAINST A STANDARD (PAS)

1. A county may allow a youth to have more than one project horse. However, only one project animal per youth may be used to qualify for the state fair. The selection of the animal for state fair qualification must be done before competing in any state fair qualifying show and cannot be switched, once selected, for the duration of the project year.
2. The project horse shown at the state fair must be the one the 4-H member qualified with in his or her county. Counties may send their youth to another county to qualify for any reason, but the following must be followed:
  - A. The reason must be acceptable to the 4-H Extension educators in both counties involved.
  - B. The 4-H Extension educator is responsible for the entries being sent to state fair by the entry deadline. If a youth qualifies out of county, the home 4-H Extension educator must make the entry by the deadline. It is the responsibility of the youth to get the qualification results to their local 4-H Extension educator.

- C. The youth pays the county in which he or she participates, a minimum of \$10 per class entered to cover the costs of his or her participation.
  - D. A youth cannot compete in more than two PAS shows or one PAS show with two judges.
  - E. A county could elect to send all of their youth to one or two PAS shows instead of holding a PAS show in their county. Rules A–D apply.
  - F. If a county offers one PAS show with one judge, and a youth wants to go to an additional PAS show, they may. Rules A–D apply.
  - G. Completion of an Out-of-County PAS form, which is available online.
3. PAS classes may be held in addition to other classes at a 4-H horse show. However, PAS classes must be held separately within that show and not combined with other classes.

## SHOWMANSHIP CLASSES

1. Showmanship classes are judged on the fitting and the grooming of the horse and on the ability of the exhibitor to present the horse properly and to its best advantage. Type, conformation, and quality of the horse have no bearing on the judging of these classes. Manners and responsiveness to the exhibitor, however, do indicate the degree of training received by the animal and should be credited to the exhibitor.
2. Classes may be divided by age and/or ability level of the exhibitor and the size of the animal. Within a division, the judge should respect the breed differences in showmanship methods and appointments.
3. Scoring
  - A. Exhibitors will be scored on a 0-to-infinity basis, with a 70 denoting an average (correct) performance score.
  - B. Maneuver Scores: patterns shall be divided into individual maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with  $\frac{1}{2}$  point increments being acceptable. -3 = Extremely Poor, -2 = Very Poor, -1 = Poor, 0 = Correct, +1 = Good, +2 = Very Good, +3 = Excellent. The maneuver scores are added or subtracted from 70 and should be determined independently of penalties. Maneuver scores should reflect the exhibitor's overall performance of the pattern work including leading and posing with emphasis placed on the exhibitor showing the animal to its best advantage.
  - C. Penalties: Penalties are independent of the maneuver scores and are deducted from the final score as follows:
    1. Minor (3 Point) Penalties:
      - a. Break of gait at a walk or trot/show gait up to two strides.
      - b. Over or under turning up to  $\frac{1}{8}$  of a turn.
      - c. Ticking or hitting a cone.
      - d. Horse stopping crooked or backing, leading, or turning sluggishly.
      - e. Sliding a pivot foot or lifting a foot in a pivot or set-up and replacing it in the same place after presentation

(Western Showmanship only).

2. Major (5 Point) Penalties:
  - a. Not performing the specific gait within 10 feet of the designated location or not stopping within 10 feet of the designation location.
  - b. Break of gait at walk or trot/show gait for more than two strides.
  - c. Splitting the cone (between horse and exhibitor).
  - d. Stepping out of or moving hind end significantly during a pivot or turn.
  - e. Stepping out of set-up after presentation.
  - f. Resting a foot during set-up.
  - g. Over or under turning  $\frac{1}{8}$  to  $\frac{1}{4}$  of a turn.
3. Severe (10 Point) Penalties:
  - a. Leading on wrong side of horse.
  - b. Touching the horse (donkeys and drafts excluded) with hands or use of feet to pose the horse.
  - c. Standing directly in front of the horse.
  - d. Loss of lead shank, wrapping the lead around hand, holding the chain or two hands on the shank.
  - e. Blatant disobedience including kicking, rearing, or pawing, continually circling handler, or not remaining posed.
  - f. Failure to do required gait on pattern.
  - g. Exhibitor is not in the correct position during the pattern or inspection.
4. Disqualification (Zero Score):
  - a. Loss of control of horse that endangers exhibitor, other horses, or judge.
  - b. Horse escapes from handler.
  - c. Failure to wear back number or display correct back number.
  - d. Willful abuse and/or excessive schooling or training while in the arena.
  - e. Off pattern which includes knocking over or working on wrong side of cone or marker, omission or addition of maneuvers, over or under turning more than  $\frac{1}{4}$  of a turn.
  - f. Horse with a body condition score of less than 4 (on a scale of 1-9).
  - g. Horse is obviously sick or lame (consistently observable at the trot; marked nodding, hitching, or shortened stride; and minimal weight bearing in motion or at rest).
5. Form & Effectiveness (F & E): The exhibitor's overall form and effectiveness will be scored from 0 to 5 as follows: 0 to 2 = Average, 3 = Good, 4 = Very Good, 5 = Excellent. The F&E score is added to the final score and is an opportunity for the judge to credit an exhibitor for their overall impression of the exhibitor's poise, presence, attitude, and presentation.

#### 4. Appearance of the Animal

- A. All equine should appear healthy, alert and be in good flesh.

- B. The animal should be well-groomed and have a clean mane, coat and tail that is free of stains and tangles. Feet should be cleaned and properly trimmed and/or shod to allow the horse to stand and move according to its breed standard. The use of hoof dressing, including dressings that changes the color of the feet, is optional and is not considered in judging (except for Ranch classes as noted below).
1. Western horses may be shown with a thinned mane and tail, roached mane and tail, or full mane and tail according to the style that best fits the breed and individual horse.
  2. Ranch horses may be shown with full manes and tails, thinned mane and tail, or roached mane and tail. While the horse should be shown as naturally as possible, trimming is encouraged. Banded or braided manes, braided tails, tie-in tails and/or extensions are not allowed. The use of hoof dressing is not allowed.
  3. English (Hunt Type) horses should have a braided mane and tail. Thinned manes and tails (not braided) and roached manes are permitted but are less desirable. Tails should not be braided if manes are not braided.
  4. English (Saddle Type/Easy-Gaited) horses may be shown with full manes and tails; roached manes are acceptable. Full manes and tails should be combed out. Horses are permitted to have ribbon braids neatly attached to the foretop or along the top of the mane.
  5. Draft horses may be shown with decorated or combed out manes and tails.
  6. Donkeys and mules should be shown with their manes combed out with their bridle path clipped or fully roached. Donkeys must have the long brush on the tail either belled, left pointed, or cut flat. Other hair on the tail is clipped the length of the body hair. Mule tails may be trimmed or left natural.
5. Appearance of the Exhibitor and Tack
- A. Suitable riding or driving clothes are preferred. Dress should correspond to the proper attire for equitation/horsemanship or pleasure class in the same division with the exception that chaps and spurs are not allowed. This includes a suitable hat (western, saddle seat or hunt cap) or properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times. Pants may be pinned, hemmed, or clipped up off the ground in saddle seat and easy-gaited showmanship classes. Draft exhibitors should wear hard-soled boots, long pants, and shirts with a collar and short or long sleeves. Hats for draft exhibitors are optional.
  - B. Tack should be clean, neat, supple, and properly fitted.
    1. Western horses must be shown in a leather or nylon halter with matching lead. The use of a chain on the lead is optional.
    2. Ranch horses may be shown in a plain leather, nylon, or rope halter with matching lead. The use of a chain on the lead is optional with leather or nylon halters. The use of a chain on the lead with rope halters is not permitted.
    3. English (Hunt Type) horses over two years of age may be shown in a bridle (snaffle, Pelham, Kimberwick, or full



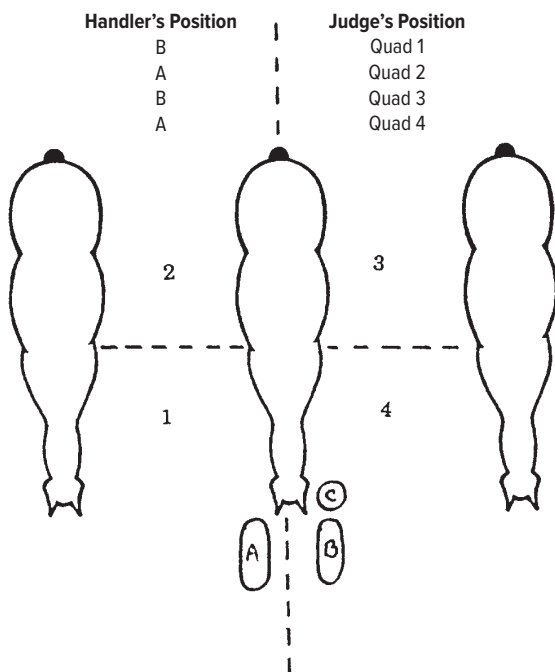
bridle). Horses of any age may also be shown in a plain leather halter (no silver is permitted). Crops and whips are optional.

4. English (Saddle Type/Easy-Gaited) horses may be shown in a halter or bridle. If a bridle is used, the snaffle rein should be removed or secured to the mane at the withers.
5. Draft horses may be shown in a white rope halter, flat white nylon halter, or leather halter with a matching lead. Show sticks are optional and may be used along with the exhibitor's hands to help position the feet when posing and to keep the horse's attention.
6. Donkeys and mules must be shown in a halter with matching lead. A whip or crop is optional and may be used along with the exhibitor's hands to help position the feet when posing; however, they may not touch the animal below the shoulder or stifle.

## 6. Showing

- A. Western horses are shown while moving or posed with approximately eight inches of lead shank between the handler and the halter. The horse should start, move, and halt on a loose lead. It should stand quietly, be posed square and be alert. The horse is to be shown with great precision, demonstrating its responsiveness and quick reflexes. Turns should be a pivot on the haunches.
- B. Ranch horses should be shown with a reasonable amount of speed so that each maneuver is worked accurately with precision and smoothness. Horses should be willing to lead, stop, back, pivot over the haunches and set up for inspection efficiently with subtle cues.
- C. English (Hunt Type) horses are shown on a reasonable long lead or rein to encourage freedom of movement. Horses should walk or trot beside the handler with a long, relaxed, and athletic stride that is energetic, yet obedient. The top of the head should be about wither height and the handler may stand back on a long rein (about 2 feet) encouraging the horse to reach forward with its head. Turns should show control and balance but need not be a pivot on the haunches as in the western horse. The hunter is usually posed with one rear leg back in a balanced stance instead of being posed square.
- D. English (Saddle Type/Easy-Gaited) horses are shown in a manner that is very alert and with a stylish presence appropriate to the breed. Horses are to be posed either square, parked or with one rear leg slightly back, depending on the breed. When moving, the handler should show the horse's alertness and animation. Turns should be done with control and demonstrate responsiveness. Horses should always be under control and receptive to the handler's cues. Handlers should show the horse on a long lead or rein (3 to 4 feet) when posed.
- E. Draft horses should stand quietly with its hocks close together. When moving, the handler should show off the horse's knee and hock action. For safety, a trailer may not be used in 4-H draft showmanship classes. Turns are to be made to the right in the form of a loop instead of a pivot or a tight turn. When posing at the end of a pattern, the draft horse is usually posed at a three-quarter angle away from the judge and with the horse facing uphill.

- F. Donkeys and mules should turn on the haunches. For safety, a trailer may not be used in 4-H donkey/mule showmanship classes. Approximately 6 to 12 inches of lead shank should exist between the handler and the halter when moving.
7. Leading
- Exhibitors may be asked to enter the arena and line up or to start the pattern as they enter the arena.
  - Exhibitors should walk on the animal's left side, holding the reins or lead strap in the right hand. The remaining portion of the reins or strap may be held in the left hand in a neat, safe manner.
  - When making a turn/pivot, the horse should be turned to the right, away from the exhibitor.
  - Lead the horse as the judge directs, with the animal's head carried at a height appropriate to the type or use of the horse. The ability of the exhibitor to lead the horse in a straight line and to respond quickly to directions is emphasized in judging.
  - Patterns must include both a walk and a trot/show gait.
  - When backing, the handler should face the rear with the right arm crossing the chest and should walk forward as the horse is backing, but never directly standing in front of the horse.
8. Posing
- When the horse is in the posed position (see Figure 2) and the judge walks past or around the horse, the handler should be in areas A or B. Areas A and B are off to the side, but ahead of the horse. This position allows the most ease of movement from side to side with as little movement as possible. The area around the horse is divided into four quadrants as shown. The handler should be in the quadrant adjacent to the quadrant the judge is occupying, as is shown in Figure 2.



**Figure 2**

- B. The handler should stand at an angle to the horse to be able to see that the horse's legs are always properly positioned, and at the same time have eye contact with the judge. Never, at any time, should the handler block the judge's view of the horse. The only exceptions to these rules are the following:
1. If asked to back the horse, the handler always faces the direction the horse is backed and moves to position C, the leading position, at the horse's throat latch.
  2. To perform any special maneuvers or requests by the judge, such as picking up a foot or pointing to parts of the horse, the handler may leave areas A or B.
  3. To set up the horse when going from a moving to a posed position, the handler may momentarily turn his/her back to the judge. If the judge is on the far side of the horse next to you or farther away, the handler's position at A or B depends on where he/she needs to be to be able to see the judge and not block the judge's view of the horse. In showing a hunter, saddle type, or draft horse, the handler stands in A or B but farther from the horse than the western handler due to showing style. Because of this forward position, it may not be necessary for the handler to move from a front quadrant when the judge enters that quadrant if the handler is not blocking the judge's view of the horse.
- C. Emphasis is placed on promptness and correctness of posing, because much effort and time are required to teach the horse to stand properly. Western and Hunter Showmen should not switch hands on the lead/rein.
- D. Use of the reins or the lead to position the horse's feet should be used when posing your horse. Continuously holding on the chain portion of the lead or the lead tightly coiled around the hand or dragging on the ground at any time while showing the horse will be penalized as previously described.
- E. When the judge is observing other animals, the horse's head should remain posed reasonably well while staying alert and awake. Exhibitors should be showing their horses the entire time they are within the show arena.
- F. Exhibitors should be as natural as possible when showing. Overshowing, undue fussing, and maneuvering are objectionable. Excessively stiff, artificial, or unnatural movement around the horse or when moving will be penalized at the discretion of the judge. The entire impression should convey fluidity and athleticism.
- G. Exhibitors should show the animal to its best advantage by recognizing the conformation faults of the animal they are leading and show it to overcome these faults. Exhibitors should also emphasize the horse's strong qualities and avoid allowing actions to draw attention away from the horse.
9. Judges may ask questions on general horse care and management or questions from appropriate 4-H project literature to break ties in a class.

# ACCEPTABLE TACK AND EQUIPMENT

## WESTERN CLASSES

### 1. Bits and Bridles

- A. When this rule book refers to a hackamore in Western classes, it means the use only of a flexible, braided rawhide or leather bosal, the core of which must be rawhide. The bosal may be no greater than 1 inch at the nose. Absolutely no rigid material is permitted under the jaws, regardless of how padded or covered. This paragraph does not refer to a so-called mechanical hackamore, which is only allowed in gymkhana and roping classes. The hackamore is used with two hands, and rope, horsehair, or leather reins are permissible. A hackamore may be used on any horse five years of age or under.
- B. When this rule book refers to a snaffle bit in western classes, it is referring to a conventional O-ring, egg-butt, or D-ring direct pressure bit with a ring no larger than 4 inches (See Figure 3). The inside circumference of the ring must be free of rein, curb, or headstall attachments that would provide leverage. The mouthpiece should be round, smooth, untwisted metal. It may be inlaid, but smooth or latex wrapped. The mouthpiece must be a minimum of  $\frac{5}{16}$  of an inch in diameter, measured 1 inch in from the check with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. If it is three-piece, a connecting ring of  $1\frac{1}{4}$  inches or less in diameter or a connection flat bar (i.e., dog bone) of  $\frac{3}{8}$  to  $\frac{3}{4}$  of an inch (measured top to bottom, with a maximum length of 2 inches), which lies flat in the horse's mouth, is acceptable. A loose bit strap (leather only) is optional and must be attached below the rein attachment. Snaffle bits should be ridden using two hands (See Figures 5 and 6) and may be used on horses five years of age and younger.

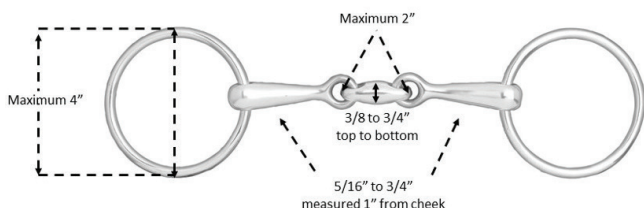
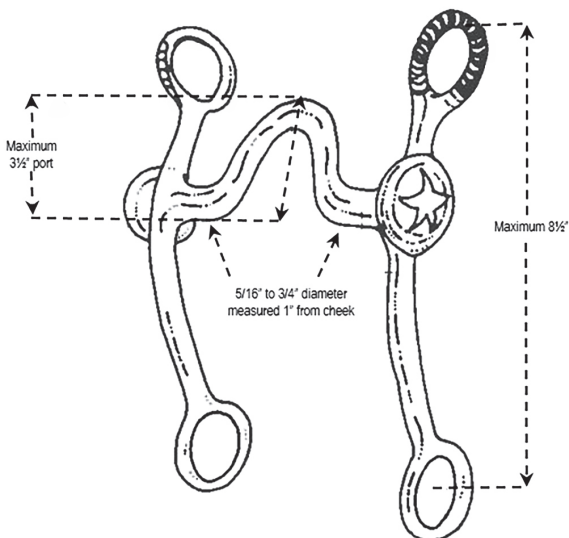
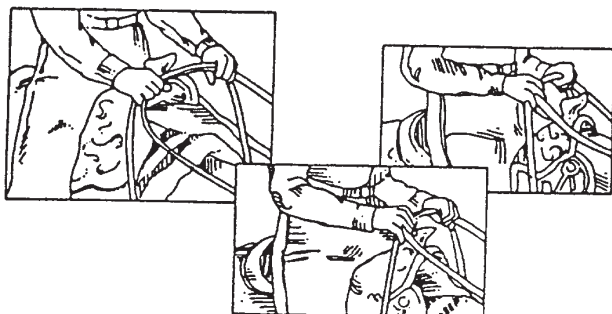


Figure 3

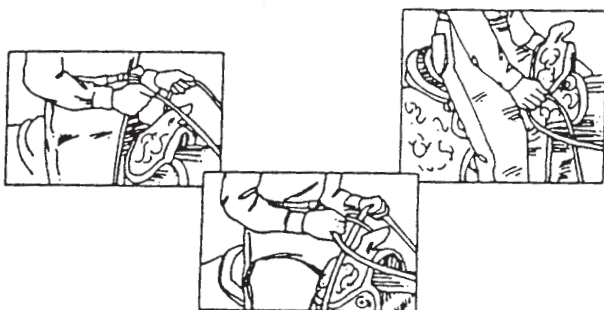


**Figure 4**



**Figure 5**

Acceptable Hand Positions



**Figure 6**

Unacceptable Hand Positions

C. When this rule book refers to a curb bit in Western classes, it means the use of a curb bit that has a solid or a jointed mouthpiece, has shanks, and acts with leverage. All curb bits must be free of mechanical devices and should be considered a standard western bit. A description of a legal standard western bit and how it is used is as follows:

1. A maximum shank length of  $8\frac{1}{2}$  inches with the shank length to be measured as indicated in Figure 4. Shanks may be loose or fixed.
2. With regard to mouthpieces, they must be round, smooth, and untwisted metal of  $\frac{5}{16}$  to  $\frac{3}{4}$  of an inch in diameter, measured 1 inch from the cheek. They may be inlaid, but smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may have two or three pieces. If it has three pieces, a connecting ring of  $1\frac{1}{4}$  inches or less in diameter, or a connection flat bar of  $\frac{3}{8}$  to  $\frac{3}{4}$  of an inch (measured from top to bottom, with a maximum length of 2 inches), which lies flat in the horse's mouth, is acceptable.
3. The port must be no higher than  $3\frac{1}{2}$  inches maximum, with rollers and covers acceptable. Jointed mouthpieces, half-breeds, and spades are standard.
4. Slip or gag bits and donut and flat polo mouthpieces are not acceptable.
5. Curb bits must use curb straps or chains. They must be at least  $\frac{1}{2}$  inch wide and lay flat against the jaw when activated.
6. Curb bits are always ridden one-handed, and the index finger only is allowed between split reins. The hand holding the reins is not changed during the class. Split reins may not be tied together at the ends. If split reins are used, the bight hangs on the same side as the rein hand.
7. If California-style (mecate-romal) reins are used, no fingers are allowed between the closed reins. The hands must be separated by about 16 inches, with slack between the hands. The free hand may be carried to the rider's side, with elbow bent or resting loosely on the thigh. The romal may not be used forward of the cinch or used to cue the horse. Misuse of the romal is a serious penalty.

D. When this rule book refers to a bitless bridle in Western classes, it means the use of a cross-under bitless headstall. Sidepulls or halters are not allowed. Bitless bridles may be ridden two-handed on horses five years of age and younger; however, horses older than five years of age must be ridden one-handed with a bitless bridle.

## 2. Saddles.

A. In Western classes, horses must be shown in Western saddles. Australian saddles must have a horn. Western side saddles must have a western stirrup and fender. Western side saddles are not allowed in Gymkhana. Saddles with silver accents should not be considered more appropriate than a good working saddle.

3. Optional equipment.
  - A. Rope or riata: If used, it must be coiled and attached to the saddle.
  - B. Hobbles attached to the saddle.
  - C. Protective boots or leg wraps in Western Horsemanship, Gymkhana, Reining, and Roping classes).
  - D. Tapaderos, breast plates or straps.
  - E. Gloves and chaps, chinks (Ranch classes only), and spurs are optional to the rider. Spurs are not be used forward of the cinch.
  - F. Martingales and tiedowns in Gymkhana and Roping classes must not have any bare metal against the nose or poll.
  - G. Rear cinch in Ranch classes. If a rear cinch is used, it must be connected to the front cinch.
  - H. In Gymkhana and Roping classes only, other types of bits may be used, including gag bits, snaffle bits, and bits with a twist to the bar as long as the mouthpiece is a minimum of  $\frac{5}{16}$  of an inch in diameter 1 inch from the cheek piece. Bits must also meet rules C: 1, 3, and 5 (stated earlier) and may not have solid mouthpieces with protrusions below the mouthpiece such as prongs or extensions.
4. Prohibited equipment.
  - A. Wire curb straps.
  - B. Draw reins, except for donkeys.
  - C. Martingales, nosebands, and tiedowns. (Except in Roping and Gymkhana classes).
  - D. Double-twisted mouthpieces are not allowed. (Single-twisted mouthpieces are allowed in Roping, Gymkhana and Western Easy-Gaited classes as long as the mouthpiece is a minimum of  $\frac{5}{16}$  of an inch in diameter.)
  - E. Protective boots or leg wraps in Western Pleasure, Western Riding, Trail, Ranch, and Showmanship classes.
  - F. No bare metal is allowed over the nose or the poll of the horse. Any material over the nose or poll must be wrapped to at least  $\frac{5}{16}$  of an inch.
  - G. No type of chain mouthpiece is allowed, no matter how well wrapped.
  - H. Roping bits with both reins connected to a single ring at center of cross bar shall not be used. Reins must be attached to each shank.
  - I. No type of chain over the poll or nose of the horse is allowed, no matter how well wrapped.
  - J. Cavessons of any type are not allowed in Western Easy-Gaited classes except in the case of Paso Finos.
  - K. Saddles with excessive silver are not allowed in Ranch classes.
  - L. Tapaderos are not allowed in Western Dressage classes.
5. The judge may prohibit the use of equipment or bits he/she considers severe.

## ENGLISH CLASSES

1. Bits and Bridles.
  - A. English (Hunt Type) classes require all bridles to have

cavessons and plain, flat, rolled, or laced leather brow bands.

1. English snaffle, Kimberwick, and Pelham bits are acceptable.
  2. Pelhams and full bridles must be ridden with two reins; converters are not allowed.
  3. With regard to mouthpieces, they must be a minimum of  $\frac{5}{16}$  of an inch in diameter when measured 1 inch in from the shank, cheek, or ring (Figure 3). They may be smooth round, slow twist, straight bar, or solid. The mouthpiece may have two or three pieces. If it has three pieces, a connecting ring of  $1\frac{1}{4}$  inches or less in diameter or a connecting flat bar of  $\frac{3}{8}$  to  $\frac{3}{4}$  of an inch (measured top to bottom, with a maximum length of 2 inches), which lies flat in the horse's mouth, is acceptable. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs. The port must be no higher than  $1\frac{1}{2}$  inches maximum.
  4. Curb (leverage bits) have a maximum shank length of  $8\frac{1}{2}$  inches with the shank length measured as indicated in Figure 4. Shanks may be loose or fixed. Curb bits are ridden two-handed in all English classes.
  5. Any bit having a fixed rein requires the use of a curb chain and is considered a curb (leverage) bit. Curb bits must use curb chains. They must be at least  $\frac{1}{2}$  inch wide lay flat against the jaw when activated.
  6. Bitless bridles (cross-under style only) are permitted. Sidepulls or halters are not allowed.
- B. English (Saddle Type/Easy-Gaited) classes follow the same rules for bits and bridles as English (Hunt Type) classes, with the following exceptions:
1. Weymouth bits or other curb (leverage) bits common to Saddle Seat riding are allowed as long as they meet rules A: 3, 4 and 5 (stated earlier).
  2. A Bridoon (snaffle bit) used with a full bridle may be smaller than  $\frac{5}{16}$  inch in diameter.
  3. Bridles may have colored browbands.
- C. English (Dressage) classes require a plain snaffle bridle, with either a cavesson, dropped noseband, or flash noseband, for training level through third level.
1. Snaffle mouthpieces must meet the rules A: 3 (stated earlier).
  2. Curb (leverage bits) such as Pelhams and Kimberwicks
- D. English (Hunt Type) classes allow forward seat, side saddle, or hacking type saddles made of leather or synthetic materials. Straight-flap dressage and cutback/saddle seat saddles are not allowed.
- E. English (Saddle Type/Easy-Gaited) classes allow suitable cutback/flat-type English saddles or side saddles.
- F. English (Dressage) classes allow an English-type saddle.
2. Optional equipment.
    - A. Spurs without rowels.
    - B. Crops or bats.
    - C. Gloves.
    - D. English breast plate.



- E. Braiding of mane or tail in proper style using yarn or thread color that matches the mane or the rider's hunt coat. Saddle seat riders may use whatever color ribbon or yarn they desire.
  - F. Running or standing martingales only for over-fences classes.
  - G. Protective boots for Saddle Type/Easy-Gaited classes. Only allowed in Working Hunter, Hunter Hack, and Equitation Over Fences classes when they are held outdoors during inclement weather.
  - H. Saddle pads.
  - I. One whip not over 43.3 inches (110 cm), including lash (Dressage classes only).
3. Prohibited equipment.
- A. Spurs with rowels.
  - B. Leg wraps (except as noted in 3.G).
  - C. Draw reins.
  - D. Figure eight or cross chain cavessons.
  - E. Flash or dropped cavessons (except in Dressage classes).
  - F. Tiedowns or martingales for saddle seat, hunter under saddle, and hunter hack classes.
  - G. Artificial appliances, such as wired ears, tail braces, and mouth controls, i.e., tongue ties.
  - H. Slip or gag bits.
  - I. Double-twisted mouthpieces are not allowed. Single-twisted mouthpieces are allowed as long as the mouthpiece is a minimum of  $\frac{5}{16}$  of an inch in diameter.

## DRAFT DRIVING CLASSES

1. A suitable two- or four-wheeled vehicle with a floor or basket is required in all Driving classes.
2. A draft harness, with a collar and breeching, is required in all Draft Driving classes. A cavesson is optional.
3. Draft horses must use bits suitable to draft breeds. Snaffles, Buxton, Elbow, and Liverpool bits are commonly used. Double-twisted mouthpieces are not allowed. Single-twisted mouthpieces must be at least  $\frac{5}{16}$  of an inch in diameter.
4. A whip is mandatory for all Driving classes. The whip may be held by the driver or placed in a holder on the vehicle.

## PLEASURE DRIVING CLASSES

1. A suitable two- or four-wheeled vehicle with a floor or basket is required in all Driving classes.
2. A pleasure harness with a cavesson is required in all Pleasure Driving classes. A draft harness is not allowed.
3. Optional equipment includes blinders, breeching, shaft keepers, thimbles, an overcheck or sidecheck, and a running martingale.
4. A whip is mandatory for all Driving classes. The whip may be held by the driver or placed in a holder on the vehicle.
5. Ponies and horses may use direct pressure or leverage bits as follows:
  - A. Mouthpieces must be a minimum of  $\frac{5}{16}$  of an inch in diameter when measured 1 inch in from the shank, cheek,

or ring (Figure 3). They may be smooth round, slow twist, straight bar, or solid. The mouthpiece may have two or three pieces. If it has three pieces, a connecting ring of 1¼ inches or less in diameter or a connecting flat bar of ⅜ to ¾ of an inch (measured top to bottom, with a maximum length of 2 inches), which lies flat in the horse's mouth, is acceptable. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs. The port must be no higher than 1½ inches maximum.

- B. Curb (leverage bits) have a maximum shank length of 8½ inches with the shank length measured as indicated in Figure Shanks may be loose or fixed.
  - C. Any bit having a fixed rein requires the use of a curb chain and is considered a curb (leverage) bit. Curb bits must use curb chains. They must be at least ½ inch wide lay flat against the jaw when activated.
6. Small equine may use smooth mouth snaffle or straight-bar bits that measure less than ⅝ of an inch in diameter.
  7. Correction bits, gag bits, and double-twisted mouthpieces are not allowed in Pleasure Driving classes.

## HORSEMANSHIP/EQUITATION CLASSES

1. Horsemanship/Equitation classes are judged on the rider's position and ability to effectively communicate and control the horse while in the arena. The rider should be secure, comfortable, and balanced. Type, conformation, and quality of the horse have no bearing on the judging of these classes. Manners and responsiveness to the rider, however, do indicate the degree of training received by the animal and should be credited to the rider.
2. Classes may be divided by age and/or ability level of the exhibitor and the size of the animal.
3. Within a division, the judge should respect the breed differences in gaits.
4. For ease of scoring, it is recommended that exhibitors' attach their numbers on both sides of their saddle or saddle pad/blanket horse instead of attaching one number to the rider's back as it traditionally done.
5. Scoring
  - A. Exhibitors will be scored on a 0-to-infinity basis, with a 70 denoting an average (correct) performance score.
  - B. Maneuver Scores: patterns shall be divided into individual maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with ½ point increments being acceptable. -3 = Extremely Poor, -2 = Very Poor, -1 = Poor, 0 = Correct, +1 = Good, +2 = Very Good, +3 = Excellent. The maneuver scores are added to or subtracted from 70 and should be determined independently of penalties. Maneuver scores should reflect the exhibitor's overall performance of the pattern work, general position, communication with the horse and control. Results are not more important than the form and equitation methods used to complete the pattern.
  - C. Penalties: Penalties are independent of the maneuver scores

and are deducted from the final score as follows:

1. **Minor (3 point) Penalties:**
  - a. A break of gait at the walk, jog/trot, or show gait up to two strides.
  - b. Over or under turning from  $\frac{1}{8}$  to  $\frac{1}{4}$  of a turn.
  - c. Ticking or hitting cones.
  - d. Obviously looking down to check diagonals or leads.
2. **Major (5 point) Penalties:**
  - a. Not performing the specific gait or not stopping within 10 feet of designated location.
  - b. Incorrect lead or break of gait at lope/canter for up to five strides (except when correcting an incorrect lead).
  - c. Break of gait at the walk, jog/trot, or show gait for more than two strides.
  - d. Loss of stirrup/iron; ball of foot not touching stirrup/iron.
  - e. Touching horse during pattern or rail work.
  - f. Missing a diagonal up to two strides (Equitation only).
  - g. Complete loss of contact between rider's hand and the horse's mouth (Equitation only).
3. **Severe (10 point) Penalties:**
  - a. Incorrect lead for more than five strides.
  - b. Loss of rein; holding saddle with either hand.
  - c. Blatant disobedience including kicking, rearing, pawing, or bucking.
  - d. Spurring in front of cinch; excessive use of whip, crop, reins, or rider's hands anywhere on the horse during pattern or rail work.
  - e. Cueing with the end of the romal (Horsemanship only).
  - f. Missing a diagonal for more than two strides (Equitation only).
4. **Disqualification (Zero Score):**
  - a. Failure to wear back number or display correct back number.
  - b. Willful abuse and/or excessive schooling or training while in the arena.
  - c. Fall by horse or exhibitor.
  - d. Illegal equipment or illegal use of hands on reins.
  - e. Off pattern including knocking over or working on wrong side of cone or marker, omission or addition of maneuvers, never performing the designated gait, lead or diagonal, and over or under turning more than  $\frac{1}{4}$  of a turn.
  - f. Willful abuse and/or excessive schooling or training while in the arena.
  - g. Horse with a body condition score of less than 4 (on a scale of 1-9).
  - h. Horse is obviously sick or lame (consistently observable at the trot; marked nodding, hitching,

or shortened stride; and minimal weight bearing in motion or at rest).

- D. Form & Effectiveness (F & E): The exhibitor's overall form and effectiveness should also be scored from 0 to 5 as follows: 0 to 2 = Average, 3 = Good, 4 = Very Good, 5 = Excellent. The F&E score is added to the final score and is an opportunity for the judge to credit an exhibitor for their overall presentation and effectiveness while in the ring.
- E. Exhibitors should also be judged on the rail and their pattern score and/or ranking may be adjusted as deemed appropriate by the judge.
6. Patterns/Rail Work
- A. Patterns are required for all classes qualifying youth for state fair participation and in championship classes. State fair qualifying classes must use the designated PAS pattern for the current year.
- B. Horsemanship/Equitation patterns must be posted at least 30 minutes prior to the class in which they are used. Judges and/or show management shall provide patterns that are suitable for the level of riders competing and the discipline being shown.
- C. In Western Horsemanship, Ranch Horsemanship and Hunt Seat Equitation classes, the judge may have exhibitors complete a pattern or rail work first, and then have either all the exhibitors or only the finalists work on the rail or complete a pattern. Exhibitors may enter the ring and then work individually, or each exhibitor may be worked from the gate individually. If pattern work is done first, the judge must work the whole class, or just the finalists at all three gaits at least one direction of the arena. If the pattern only included one lead, the rail work should include the other lead. If a pattern is not used, rail work must be completed both directions of the arena at all three gaits.
- D. If a pattern is being used for Saddle Seat Equitation or Easy-Gaited Horsemanship/Equitation, the exhibitors must complete rail work first followed by pattern work.
7. Class Requirements
- A. Western Horsemanship
1. Rider Position: The rider should sit deep in the saddle, with the stirrups adjusted so that the knees are slightly bent and the heels are lower than the toes. The rider's weight should be on the seat bones with the feet directly under the body and the ball of the foot on the stirrups. Toes should be parallel to the horse's body or slightly turned out. The back should be straight but relaxed, the shoulders square, and the rider's looking forward. Upper arms should be aligned with the body and the rein hand bent at the elbow and wrist carried slightly above and in front of the saddle horn. The free arm should be carried bent at the elbow similar to the rein hand. The length of the reins should be adjusted so that the rider has light contact with the horse's mouth (see Figure 7). At no time should the reins require more than a slight hand movement to control the horse.
  2. Attire: Suitable western attire including boots, shirts with a collar and long sleeves, and a properly fitted ASTM/SEI

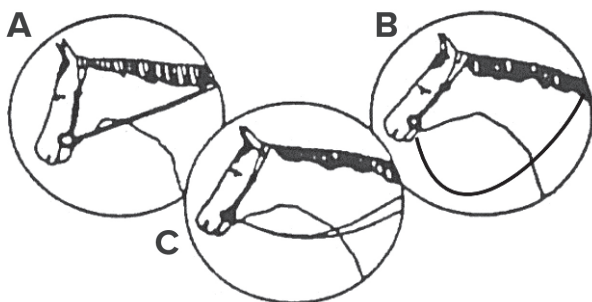
approved safety headgear with the chin harness securely fastened at all times is required. A vest with a collar is not a substitute for a shirt with a collar. Conservative, well-coordinated colors and fabrics are preferred. The rider's overall impression should be clean and neat, reflecting pride in self, horse and 4-H. Chaps are optional to the rider.

3. **Class Procedure:** During rail work, riders are asked to walk, jog and lope. A judge may ask for an extension of any gait. Reverses are made toward the center of the arena (or away from the rail). Riders may be asked to transition between any gaits or to halt on command. Transitions should be prompt, smooth and made through light and tactful use of the aids. Riders may not be asked to reverse at the lope. The horse should work close to the rail with the nose pointed in the direction of travel. Proper ring position is considered. A good horseman anticipates crowding and avoids trouble whenever possible. At the judge's discretion, all or any part of the class may be required to back in a straight line on the rail or in the lineup. Additionally, riders may be asked to perform other individual tests of horsemanship suitable to the class and conditions such as pivots or figure eights.

#### B. Ranch Horsemanship

1. **Rider Position:** The rider should sit deep in the saddle, with the stirrups adjusted so that the knees are slightly bent and the heels are lower than the toes. The rider's weight should be on the seat bones with the feet directly under the body and the ball of the foot on the stirrups. Toes should be parallel to the horse's body or slightly turned out. The back should be straight but relaxed, the shoulders square, and the rider's looking forward. Upper arms should be aligned with the body and the rein hand bent at the elbow and wrist carried slightly above and in front of the saddle horn. The free hand may be carried bent at the elbow similar to the rein hand or straight down at the rider's side. The length of the reins should be adjusted so that the rider has light contact with the horse's mouth (see Figure 7). At no time should the reins require more than a slight hand movement to control the horse. Riders must sit the trot and lope while staying close to the saddle. Posting and holding the saddle horn at the extended trot is optional.
2. **Attire:** A properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required. Riders should follow the same guidelines as for Western Horsemanship and with the exception that chinks are also permissible.
3. **Class Procedure:** During rail work, riders are asked to walk, trot and lope. A judge may ask for an extension of any gait. Reverses are made toward the center of the arena (or away from the rail). Riders may be asked to transition between any gaits or to halt on command. Transitions should be prompt, smooth and made through light and tactful use of the aids. Riders may not be asked to reverse at the lope. At the judge's discretion, all or any part of the class may be asked to back in a straight line on the rail or in the lineup. Additionally, riders may be

asked to perform other individual tests of horsemanship suitable to the class and conditions such as pivots, spins, figure eights, side pass, leg-yield, or riding without stirrups.



- A. Rein too tight—severely penalized  
 B. Rein too loose—severely penalized  
 C. Correct rein

**Figure 7**

### C. Hunt Seat Equitation

1. **Rider Position:** The rider should present a workman-like appearance, in balance with his/her horse, and conveying the impression of tactful control. The eyes should be up and shoulders back. Toes should be slightly out at an angle best suited to the rider's conformation, heels down, calf of leg in contact with the horse and slightly behind the girth. The stirrup should be on the ball of the foot. The hands should be carried just above and in front of the withers, hands slightly apart, and knuckles 30 degrees inside the vertical. The reins, hands, and lower arms should form a straight line from the horse's mouth to the rider's elbow. The method of holding the reins is optional to the rider. Reins should be picked up at the buckle in the right hand and pulled taut and adjusted to even pressure in both hands. The bight of the reins may fall to either side. At the walk, sitting trot, and canter the rider's body should be vertical to a couple of degrees in front of the vertical. At the posting trot, gallop, and while jumping, the body should be inclined forward. The rider should post the correct diagonal at the trot - the rider should be rising as the outside foreleg of the horse is moving forward.
2. **Attire:** A dark blue, black, or brown properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required. Riders must wear breeches of traditional shades of buff, khaki, canary, light grey or rust (or jodhpurs) with tall English boots or paddock (jodhpur) boots of black or brown, and traditional colored hunt coats as navy, dark green, grey, black, brown, tweed or plaid. Paddock (jodhpur) boots should be worn with black or brown leather garter straps, secured just below the knee. When riders are permitted to ride without jackets, riders must wear traditional, short or long-sleeved riding shirts with chokers or ties.

Polo shirts are not permitted.

3. **Class Procedure:** Riders are asked to walk, trot and canter on the rail and when asked to reverse, must do so by turning toward or away from the rail. Light contact with the horse's mouth is required. At the judge's discretion, all or any part of the class may be asked to back in a straight line on the rail or in the lineup. Riders may be asked to perform individual tests of equitation suitable to the class and conditions such as riding without stirrups, taking either lead from a halt, executing serpentines, turns on the forehand (a turn on the forehand to the right is accomplished by moving the haunches to the left while the head moves to the right), and other work of similar nature.

#### D. Saddle Seat Equitation

1. **Rider Position:** The rider's seat is erect and appears comfortable and balanced. The rider's back is straight but relaxed, the shoulders square, and the head up. Stirrup straps are vertical with the stirrups adjusted so that the stirrup's tread strikes just below the ankle bone when the rider's legs hang free. The ball of the foot should be on the stirrup with heels lower than the toes, feet nearly parallel to the horse, and the stirrups slanted outward. The rider's knee and thigh should have definite contact with the saddle. Hands should be light and used with other aids to create a collected, stylish performance. The method of holding the reins is optional to the rider, except that both hands must be used. The bight of the reins may be on either side. The elbows are held quiet and close to the rider's side. The hands are held quietly, without pumping, above the withers at a height best suited to the horse.
2. **Attire:** A properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required. The rider must be suitably attired in jodhpurs and riding coat, boots, tie. Conservative colors are required (for example herringbone, pin stripes, and other combinations of colors that appear to be solid). Solid colors include black, blue-gray, dark burgundy, dark green, beige, or brown jacket with matching jodhpurs, safety headgear, and jodhpur boots. Formal attire is correct only after 6 p.m. and is not mandatory. Day coats are acceptable in Saddle Seat Pleasure and Showmanship classes but not permitted in Equitation classes. With suits and day coats, bow ties are considered formal attire not appropriate for day classes (prior to 6 p.m.). Jodhpur pants should be secured neatly around the sole of the boot with jodhpur straps/clips to prevent the pant leg from riding up the leg.
3. **Class Procedure:** During rail work, riders are asked to walk, trot and canter and when reversed, do so by turning toward or away from the rail. Horses should halt and stand quietly on command. A sitting trot may be requested at the judge's discretion. When asked to canter, the horse should take the proper lead promptly, smoothly, and straight. Lead changes should be a simple change of lead executed from a halt or a walk. The judge may ask all or any part of the class to back at least four steps in

a straight line. In the case a horse whose breed is posed in a “parked” or stretched position, the park should be broken by moving the horse’s rear legs forward before the horse is backed. Individual tests of equitation may be required of all or some of the entries in a class such as performing a figure eight or serpentines at the trot or canter, backing, changing leads down the center of the arena, or riding without stirrups.

#### E. Easy-Gaited Horsemanship/Equitation

1. **Rider Position:** The rider’s seat is balanced and relaxed. They should not bounce. The stirrups should be under the ball of the foot, with even pressure across the bar of the stirrup. The foot position should be natural and comfortable with the knee and thigh rolled inward to have contact with the saddle, and the heel is held slightly lower than the toe. The toes should not be further forward than the knee. The upper arms should fall naturally from the shoulders inward toward the hipbones and should be flexible, never clutched to the body. Hands should be carried about waist level but may vary, based on the horse’s head carriage. The use of the hands should be smooth and gradual without jerking or pumping at any of the gaits.
2. **Attire:** A properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required. Attire for Easy-Gaited Horsemanship riders follows that for Western Horsemanship. Attire for Easy-Gaited Equitation riders follows that for Saddle Seat Equitation.
3. **Class Procedure:** Easy-Gaited horses do not trot. Therefore, all classes are to be judged as two-gait classes, those gaits being the show walk and show gait. Each breed should adjust their gaits to fit the slower show walk and the faster or longer-strided show gait. Riders should enter the ring at a show gait and then will be judged at the show walk, show gait, show walk, reverse, and repeat. Judges may request horses to back either in the lineup or as part of individual pattern work. A reverse may be executed toward or away from the rail based on individual breed and seat preferences. “Parking Out” in the lineup is encouraged for breeds that perform it but is not required. Riders may be asked to perform individual tests of horsemanship/equitation suitable to the class and conditions such as performing a figure eight or serpentine at both gaits, turns on the forehand of 90 degrees or greater, or riding without irons/stirrups.



## TRAIL IN HAND

1. Trail In-Hand is judged on the performance of the horse doing obstacles with emphasis on manners, responsiveness to the handler, and quality of movement. Credit should be given for showing style and a reasonable degree of speed.
2. This class is for equine to be exhibited with the handler on the ground, directing the animal through the obstacles. An exhibitor cannot show the same horse in Trail in Hand and the traditional Trail class at the same show.
3. Attire for the handler is the same as for a showmanship division. This includes a suitable hat or properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
4. Tack must be a halter (flat leather or nylon, or a rope halter) and lead. (A chain lead is allowed over or under the nose with a flat halter but not allowed with a rope halter.) A lead may be of any material and must be at least 12 feet long but not more than 25 feet as measured from end to end, not including the snap or lead chain. The lead is to be held in a safe manner and never with small coils wrapped around the hand. A whip is optional.
5. The handler should not touch the animal while doing the obstacle and may not bait the animal, i.e., use food awards. The handler may briefly pet the animal after an obstacle is finished.
6. The class may be divided by age of youth, type of horse, or age of horse, i.e., yearling, two- and three-year-olds, and mature.
7. A class consists of six obstacles selected from the list that is presented in this section. A back through, a side pass, and logs (walk or trot/show gait) are required. Spacing of obstacles should be taken into consideration so time is not wasted traveling between obstacles. The obstacles to be used are as follows:
  - A. Pick up and put on a slicker and then take it off. Or, put a sheet in place on the horse's back and then remove it. Either needs to be done with the horse standing on a loose lead.
  - B. Back, halt, and come forward. Place two 12-foot rails parallel and 4 feet apart. Ten feet in front of the open end place a cone that is online with the middle of the opening. The handler stays at the cone and sends the horse back by feeding out the lead, as the horse backs between the rails. When the horse is approximately 10 feet back from the handler, the horse is to halt. The horse is to stand still (for a minimum of 3 seconds) until the handler asks the horse to return to him or her. An alternative is to use two barrels set 4 feet apart and approximately 10 feet from the cone and the horse backs between the barrels until the shoulders are even with the barrels and halts and then returns to the handler on cue.
  - C. Walk the horse's rear legs into about a 4-foot circle. (Lime or spray paint used to mark the circle is the safest; no tires.) Then pivot on the haunches by walking the forelegs one full turn around the outside of the circle. Maximum credit is for the horse that maintains the correct pivot foot during the turn. (Miniature horses may need a 3-foot circle in order to maintain a pivot foot.)
  - D. Walk the horse's front legs into a 4-foot circle. (Use the same materials to make the circle as in C.) Then pivot on the

forehand by moving the haunches one full turn around the outside of the circle. You may use C and D as one obstacle and give the option of which way to turn if you have different types of horses in the class.

- E. Walk or trot/show gait over at least four ground rails. Spacing between the rails must be the same as for regular trail except for Small Equine. Spacing for Small Equine is 15 to 18 inches for walk-over poles and 30 inches for trot-over poles. Handlers send their horses over the rails but do not walk over the rails themselves. There should be at least 4 feet of loose lead between the handler and the horse as the horse negotiates the obstacle. Rails may be set in an arc so the handler can stand still or move minimally beside the obstacle as the horse crosses the rails. The spacing distance would be the distance between rails in the center of each rail if they are in an arc.
  - F. Side pass—Can be done over a rail for at least 8 feet or between two rails spaced 4 to 8 feet apart, based on the size of the animal. (Small Equine: 4 feet; Ponies & Horses: 6-8 feet.)
  - G. Turn inside a 4- to 8-foot box. (Small Equine: 4 feet; Ponies & Horses: 6-8 feet.)
  - H. Send the horse over a bridge. The handler stands beside the bridge and has the horse cross at a walk with at least 4 feet of loose lead between the horse and the handler.
  - I. Send the horse over a jump. Maximum height of jump is 1 foot. Set the rail on something low so the lead can pass over it as the horse jumps. Handler stands to the side of the obstacle, and the horse goes over on a loose lead.
  - J. Back through a U-shaped figure made of rails placed 40 inches apart, and the legs and base of the U should be at least 8 feet long. The handler is at the horse's throat latch and moves with the horse through the U. The handler may step in and out of the U as necessary for control.
  - K. Ground tie—Place the lead on the ground and walk a circle around the animal, staying at least 10 feet from the animal.
  - L. If you want to give the audience a chance to participate: Have the horse stand still at a cone about 25 feet from the audience on a loose lead and have the audience cheer and clap for five seconds. The horse should stand quietly during the noise.
  - M. Serpentine around markers (pylons, barrels, etc.). Markers should be separated by a minimum of 3 feet at the walk and 6 feet at the trot.
  - N. Open and close a simple gate. The handler sends the horse through the open gate. Hands should not be changed on the gate while working the obstacle.
  - O. The handler may change hands on the lead as necessary to perform the obstacle. The handler may use his/her free arm or hand and/or the end of the lead to wave at the horse. This should be used with rhythmic motion as an encourager but should not touch the horse.
8. A judge or show may place a time limit for the exhibitor to do the course. Horses not completing the course within the time limit are scored on what they did and placed accordingly, but they cannot place higher than a horse completing the course or a horse doing more obstacles. The course begins as the exhibitor

starts the first obstacle, or a starting line can be defined.

9. The class is judged on manner, way of going, performance, and willingness. Animals are disqualified for doing obstacles out of order or the handler baiting the animal to perform an obstacle. Ties shall be broken first by the least amount of total penalties assessed over the course and then by obstacles pre-selected by the judge as official tiebreakers at his/her discretion.
10. Scoring.
  - A. Exhibitors will be scored on a 0-to-infinity basis, with a 70 denoting an average (correct) performance score.
  - B. Obstacle Scores: Patterns shall be divided into individual obstacles, as specified by the judge, and each obstacle will be scored from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$  with  $\frac{1}{2}$  point increments being acceptable.  $-1\frac{1}{2}$  = Extremely Poor,  $-1$  = Very Poor,  $-\frac{1}{2}$  = Poor,  $0$  = Correct,  $+\frac{1}{2}$  = Good,  $+1$  = Very good,  $+1\frac{1}{2}$  = Excellent. The obstacle scores are added to or subtracted from 70 and should be determined independently of penalties. Obstacle scores should reflect the manners, responsiveness to the handler, style, and reasonable degree of speed. Horses should be alert and not appear intimidated.
  - C. Penalties: Penalties are independent of the obstacle scores and are deducted from the final score as follows:
    1. One-half ( $\frac{1}{2}$ ) point penalties:
      - a. Each tick of log, pole, cone, or obstacle.
    2. One (1) point penalties:
      - a. Each hit of or stepping on a log, pole, cone, or obstacle.
      - b. Minor break of forward motion for one to three seconds while doing obstacle.
      - c. Both front or hind feet in a single-strided slot or space.
      - d. Skipping over or failing to step into a required space.
      - e. Failure to meet correct strides on trot overs.
    3. Two (2) point penalties:
      - a. Touching the horse with hand, lead, or whip to make it do an obstacle. Penalty is assessed each time it occurs.
    4. Three (3) point penalties:
      - a. Major break of forward motion while performing an obstacle.
      - b. Knocking down an elevated pole, cone, barrel, obstacle, or severely disturbing an obstacle.
    5. Three (3) to five (5) point penalties, depending on severity:
      - a. Stepping outside the confines of or falling or jumping off or out of an obstacle (back through, bridge, side pass, box).
    6. Five (5) point penalties:
      - a. Horse causing a sheet or blanket to fall off.
      - b. Each refusal balk or attempt to evade an obstacle by shying or backing more than two strides away.
      - c. Blatant disobedience—kicking out, bucking, rearing, striking.

7. Zero (0) score for entire class and not placed if:
  - a. Performing obstacles out of specified order.
  - b. Equipment failure that delays finish of pattern.
  - c. Failure to enter, exit, or work obstacle from correct side or direction.
  - d. Failure to work obstacle as described on course pattern.
  - e. Failure to complete at least three obstacles.
  - f. Three accumulative refusals.

## TRAIL

1. Trail is judged on the performance of the horse over obstacles with emphasis on manners, response to rider, and quality of movement. Credit should be given for showing style and a reasonable degree of speed. The horse should be attentive to the obstacles and capable of picking their own way through the course when obstacles warrant it. It should respond willingly to riders' cues on more difficult obstacles. Horses should be penalized for unnecessary delay while approaching or negotiating the obstacles
2. This class is open to exhibitors riding Western or English disciplines. Tack and attire are the same as required for Horsemanship/Equitation, with the exception that Australian saddles (without a horn) are permitted, and no leg wraps or protective boots are allowed. This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
3. Obstacles. The course shall consist of at least six obstacles, and any obstacle used must be chosen from the following:
  - A. Ride over at least four logs or poles. They may be in a straight line, zigzag, or raised. The space between logs should be as follows: walk-overs: 20 to 24 inches; trot/show gait-overs: 36 to 42 inches; lope-overs: 6 to 7 feet. Only walk-overs may be raised (maximum height is 1 foot), and they must be at least 22 inches apart.
  - B. Back through an obstacle. A minimum of 30 inches should separate the sides of an L back through or for a back between parallel poles. A back through and around markers (pylons, barrels, poles, etc.) set in a line or in a pattern should be separated by a minimum of 40 inches. A back-through pattern with multiple rows requiring the horse to turn around between rows takes about 9 feet between the rows.
  - C. Carry an object from one part of the arena to another.
  - D. Cross a simulated wooden bridge, which should be at least three feet wide, six feet long, safe, and sturdy.
  - E. Put on and remove a slicker.
  - F. Open and close a simple gate. (Hands should not be changed on the gate while doing the obstacle.)
  - G. Ride a specified gait between bales of hay or other obstacles making a narrow passage of at least 48 inches width.
  - H. Mailbox.
  - I. Sidepass over or between poles or without poles.
  - J. Ground tie. (English rider must unbuckle reins to ground tie.)

- K. Do a 360-degree turn in a 6 to 7-foot square box.
  - L. Serpentine around markers (pylons, barrels, poles, etc.).  
Markers should be separated by a minimum of 3 feet when ridden at a walk and minimum of 6 feet when ridden at a jog.
  - M. A combination of two or more of any obstacles is acceptable.
  - N. Unacceptable obstacles—Tires, animals, hides, rocking or moving bridges, flames, dry ice, fire extinguisher, or any another item that is not safe. PVC pipes are not recommended.
4. The judge walks the course and removes or changes any obstacle he/she deems unsafe or nonnegotiable.
  5. A course diagram should be posted at least one hour before the class is held. This diagram indicates what gaits (walk, trot, canter/show gait) the horse must take between the obstacles. The course must include all gaits. Horses are not worked on the rail.
  6. If sufficient entries are present, this class may be divided according to age of rider or by horse and pony divisions.
  7. A judge or show may place a time limit for the exhibitor to do the course. The exhibitor is then scored on what he/she was able to do in the time allotted. Horses not completing the course within the time limit are scored on what they did and placed accordingly, but they cannot place higher than a horse completing the course or a horse doing more obstacles. The course begins as the exhibitor starts the first obstacle, or a starting line can be defined.
  8. It is recommended that the distance between obstacles be short in order to expedite the class. However, the distance traveled during the trot/jog/show gait must be at least 30 feet, and the distance traveled at the canter must be at least 50 feet.
  9. Horses of breeds that do not canter may perform a higher-speed show gait instead of the canter.
  10. The rein hand can be changed at the start of an obstacle if desired. Reins should return to the original hand after the obstacle is completed.
  11. State fair qualifying trail courses must include a gate, a sidepass obstacle, and a back through with at least one change of direction while backing.
  12. Scoring.
    - A. Scoring is on a basis of 0 to infinity, with 70 denoting an average (correct) performance score.
    - B. Obstacle scores and penalties are added or subtracted to 70 to determine the final score.
    - C. Each obstacle receives an obstacle score on the following basis ranging from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$ .  $-1\frac{1}{2}$  = Extremely Poor,  $-1$  = Very Poor,  $-\frac{1}{2}$  = Poor, 0 = Correct,  $+\frac{1}{2}$  = Good,  $+1$  = Very Good,  $+1\frac{1}{2}$  = Excellent.
    - D. Penalty points are given independently of the obstacle score.
      1. One-half ( $\frac{1}{2}$ ) point penalties:
        - a. Each tick of log, pole, cone, plant, or any component of the obstacle.
      2. One (1) point penalties:
        - a. Each bite of or hit of or step on a log, cone, plant, or any component of the obstacle.
        - b. Incorrect or break of gait at walk or jog/trot/show gait

- for two strides or less.
  - c. Both front or hind feet in a single-strided slot or space.
  - d. Skipping over or failing to step into required space.
  - e. Split pole in lope-over.
3. Three (3) point penalties:
- a. Incorrect or break of gait at walk or jog/trot/show gait for more than 2 strides.
  - b. Out of lead or break of gait at lope (except when correcting an incorrect lead).
  - c. Knocking down an elevated pole, cone, barrel, plant, or severely disturbing an obstacle.
4. Five (5) point penalties:
- a. Dropping of object.
  - b. Each refusal, balk, or attempt to evade an obstacle by shying sideways or backing more than two strides away.
  - c. Letting go of gate or dropping rope gate.
  - d. Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle (back through, bridge, side pass, box); including missing one element of an obstacle on a line of travel with more than one foot.
  - e. Blatant disobedience (including kicking out, bucking, rearing, striking).
5. Ten (10) point penalties:
- a. Failure to close gate.
6. Zero Score (and not placed):
- a. Performing obstacles out of specified order.
  - b. Equipment failure that delays finish of patterns.
  - c. Touching horse on neck to lower head or use hand or reins to instill fear or give praise.
  - d. Fall to the ground by horse and/or rider.
  - e. Failure to enter, exit, or work obstacle from correct side or direction.
  - f. Failure to work obstacle as described on course pattern.
  - g. Three accumulative refusals.
  - h. Failure to ever demonstrate correct gait between obstacles as designated.
  - i. Failure to ever demonstrate correct line of travel between obstacles.
  - j. Use of hands on reins that is considered illegal based on the style of riding.
- E. Ties shall be broken first by the least amount of total penalties assessed over the course and then by obstacles pre-selected by the judge as official tiebreakers at his/her discretion.

## WESTERN PLEASURE

1. Western Pleasure classes are judged on the horse's manners, quality of movement, consistency of gaits, and responsiveness to

the rider.

2. A Western Pleasure horse should have a balanced, flowing motion in all gaits. The horse should carry its head and neck in a consistent, relaxed, balanced position without being over-flexed, which gives an appearance of intimidation, or nosed out, which gives an appearance of resistance. The horse's ears should be alert, and the tip of the ear should not be carried below the level of the top of the withers. The horse should be shown on a reasonably loose rein, but still have light contact and control. It should be responsive, yet smooth in transitions. When asked to extend, it should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced, and willing horse which gives the appearance of being fit and a pleasure to ride.
3. Class Procedure.
  - A. All entries must be worked at a walk, jog, and lope, both directions of the ring. Entries reverse to the inside at either the walk or the jog at the judge's discretion.
  - B. Finalists must be asked to back. Any other entries in a class may be backed at the judge's discretion.
  - C. The judge may ask for an extension of any gait.
4. Scoring.
  - A. The Walk (10 points) is a four-beat gait with the horse's top line level. It should be relaxed, yet bright and attentive, with the horse flowing slowly and having a soft touch on the ground.
  - B. The Jog (30 points) is a two-beat gait that seems effortless and efficient as the legs swing in diagonal pairs. The horse's knee and hock are flat, its top line level, it has some cushion in the pastern, and it has lift and self-carriage. The horse's hock stays under the body and does not drift back into the tail. The horse's expression is bright and alert, and it touches the ground softly. Riders need to sit the extended jog.
  - C. The Lope (40 points) is a three-beat gait in which the horse rounds its back and has a strong, deep stride and a flat swing with its front legs. The horse keeps a level top line; its hocks do not drift back into its tail. It is relaxed, yet alert and confident in appearance. The horse has a consistent, soft, fluid stride that takes it effortlessly across the ground.
  - D. Manners (10 points)—The horse should be quiet on the bit, under control, and work willingly without being sour.
  - E. Responsiveness (10 points)—The horse should perform all transitions smoothly and willingly. The horse should back, showing submission to the rider and in a straight line.
  - F. Penalties for Western Pleasure are cumulative and are subtracted from the overall score:
    1. Wrong lead up to 5 strides.....1 to 5 points
    2. Wrong lead after 5 strides.....10 to 20 points
  - G. Causes for Elimination.
    1. Improper attire or equipment
    2. Two hands unless riding with a snaffle bit or changing hands on the reins
    3. Failure to get a gait

## RANCH PLEASURE

1. Ranch Pleasure classes are judged on the horse's manners, quality of movement, consistency of gaits, and responsiveness to the rider.
2. A Ranch Pleasure horse should have a free-flowing stride of reasonable length in keeping with its conformation and covering a reasonable amount of ground with little effort. Ideally, it should have a balanced, flowing motion while exhibiting correct gaits with proper cadence and rhythm. The horse should drive off its hindquarters using it as a driving force for its body. The horse should carry its head and neck in a consistent, relaxed, balanced position without being over-flexed, which gives an appearance of intimidation, or nosed out, which gives an appearance of resistance. The horse's expression should be alert and mannerly, without the appearance of a dull, lethargic, or overly tired attitude. The horse should be shown on a reasonably loose rein, but still have light contact and control. It should be responsive, yet smooth in transitions. When asked to extend, it should move out with the same flowing motion. An exhibitor should not be penalized for picking up the reins or moving the horse's body if the horse is soft, willing, and free of resistance. Maximum credit should be given to the flowing, balanced, and willing horse which gives the appearance of being fit, athletic, agile, and a pleasure to ride.
3. The exhibitor cannot show the same horse in Ranch Pleasure and Western Pleasure at the same show.
4. Class Procedure.
  - A. All entries must be worked at a walk, trot, and lope, both directions of the ring. All gaits should be performed at a working speed. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm. Entries are to reverse to the inside (away from the rail) at either the walk or the trot at the judge's discretion. Horses are required to back easily and stand quietly.
  - B. Finalists must be asked to back. Any other entries in a class may be backed at the judge's discretion.
  - C. The judge may ask for an extended walk or trot. The extended trot may be ridden by sitting in the saddle, posting, or standing in the stirrups. Holding the saddle horn at the extended trot is acceptable.
5. Scoring.
  - A. The Walk (10 points) is a flowing, four-beat gait. The horse should be relaxed yet bright and attentive, with a level top line. There should be an obvious lengthening in stride with the extended walk.
  - B. The Trot (40 points) is a definite, consistent two-beat diagonal gait. The horse should have a bright and alert expression and exhibit more lift and self-carriage while being soft with its motion. The extended trot has obvious lengthening of stride with a slight increase in pace while exerting less effort. Cadence and balance with smoothness are more essential than speed.
  - C. The Lope (30 points) is a three-beat gait in which the horse rounds its back with and has a strong, deep stride and a flat



swing with its front legs. It is relaxed, yet alert and confident in appearance.

- D. Manners (10 points)—The horse should be quiet on the bit, under control and work willingly without being sour.
- E. Responsiveness (10 points)—The horse should perform all transitions smoothly and willingly. The horse should back, showing submission to the rider and in a straight line.
- F. Penalties for Ranch Pleasure are cumulative and are subtracted from the overall score:
  - 1. Wrong lead up to 5 strides..... 1 to 5 points
  - 2. Wrong lead after 5 strides..... 10 to 20 points
- G. Causes for Elimination.
  - 1. Improper attire or equipment.
  - 2. Riding with two hands or changing hands on the reins.
  - 3. Failure to get a gait.
  - 4. Banded or braided manes, braided tails, tie-in tails and/or extensions.
  - 5. Excessive silver on the saddle.

## RANCH RIDING

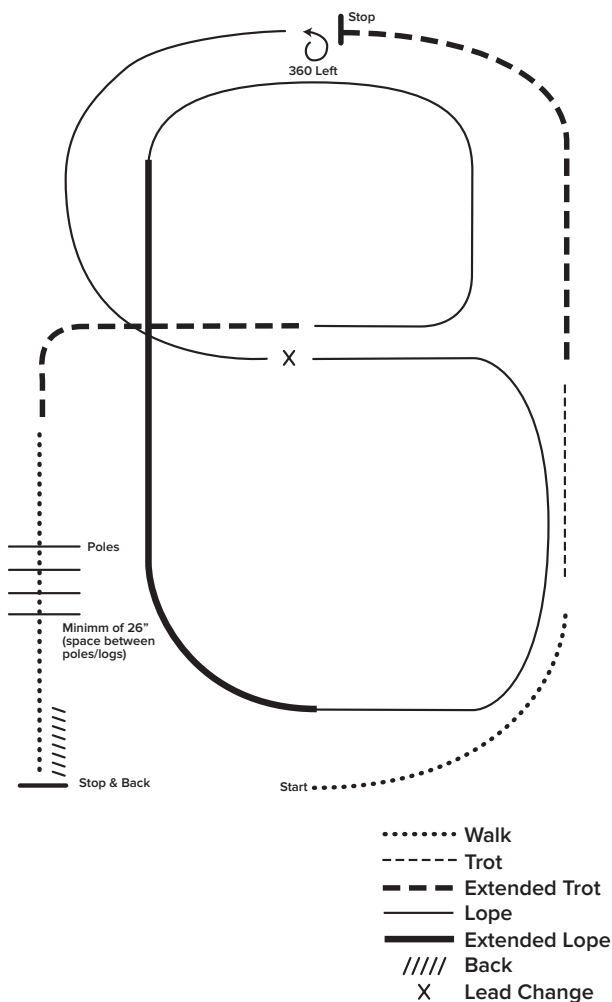
1. Ranch Riding should reflect the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded. The overall cadence and performance of the gaits should be as those described in Ranch Pleasure, with an emphasis on forward, free-flowing movement and a ground-covering stride at all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
2. The exhibitor cannot show the same horse in Western Pleasure and Ranch Riding at the same show.
3. The class should be divided by the experience level of the horse and/or the rider.
4. Class Procedure.
  - A. Each exhibitor performs the pattern individually.
  - B. The pattern must be selected from one of the Ranch Riding patterns in this rule book.
  - C. Posting and touching or holding the saddle horn at the extended trot are acceptable.
5. Scoring.
  - A. Scoring should be on the basis of 0 to infinity, with 70 denoting an average (correct) performance.
  - B. Maneuver Scores: patterns shall be divided into individual maneuvers, as specified by the judge, and each maneuver will be scored from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$ , with  $\frac{1}{2}$  point increments being acceptable.  $-1\frac{1}{2}$  = Extremely Poor,  $-1$  = Very Poor,  $-\frac{1}{2}$  = Poor,  $0$  = Correct,  $+\frac{1}{2}$  = Good,  $+1$  = Very Good,  $+1\frac{1}{2}$  = Excellent. Maneuver scores are added to or subtracted from 70. Maneuver scores should reflect the manners and responsiveness of the horse while performing the required maneuvers and the horse's quality of movement.

- C. Penalties: Penalties are independent of the obstacle scores and are deducted from the final score as follows:
1. One-half ( $\frac{1}{2}$ ) point penalties:
    - a. Each tick or light touch of log.
  2. One (1) point penalties:
    - a. Break of gait at walk or trot for 2 strides or less.
    - b. Each hit or step on a log or obstacle.
  3. Three (3) point penalties:
    - a. Break of gait at walk or trot for more than 2 strides.
    - b. Break of gait at lope.
    - c. Wrong lead or out of lead.
  4. Five (5) point penalties:
    - a. Kicking out.
    - b. Failure to demonstrate correct gait as designated.
  5. Zero Score (and not placed):
    - a. Fall to ground of horse or rider.
    - b. Performing maneuvers out of specified order.
    - c. Blatant disobedience (bucking, rearing, striking, etc.)

## Maneuvers for Ranch Riding Pattern A

1. Walk.
2. Trot.
3. Extend the trot, stop.
4. 360 degree turn to the left.
5. Lope left lead for 1/2 circle, lope to the center.
6. Simple or flying change of lead.
7. Lope right lead for 1/2 circle.
8. Extend the lope up the long side of the arena.
9. Collect back to a lope around the top of the arena and back to center.
10. Extended trot.
11. Walk over poles.
12. Stop and back.

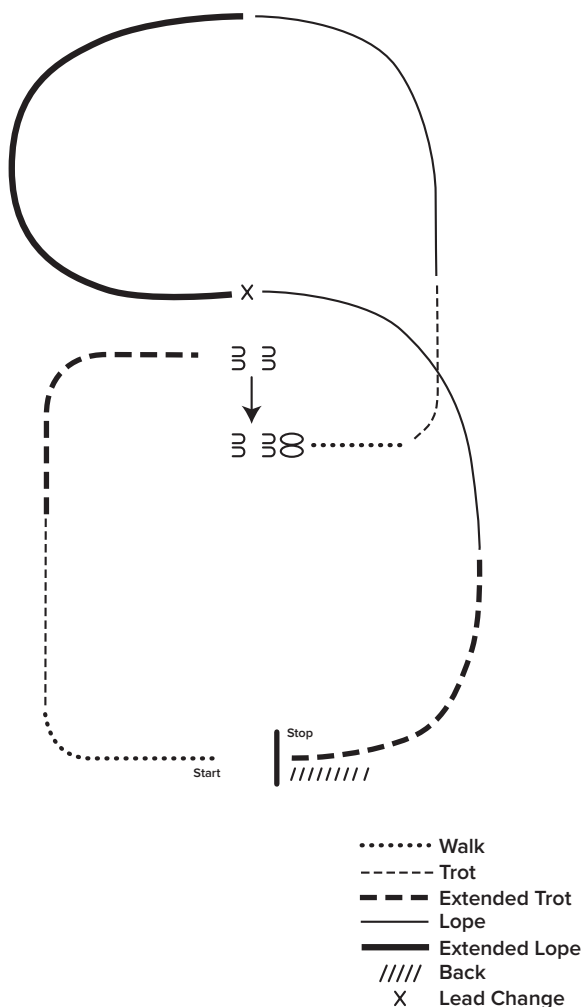
### RANCH RIDING PATTERN A



## Maneuvers for Ranch Riding Pattern B

1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop, side pass right.
5. Turn 360 degrees to the right and then turn 360 degrees to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.
13. Stop and back.

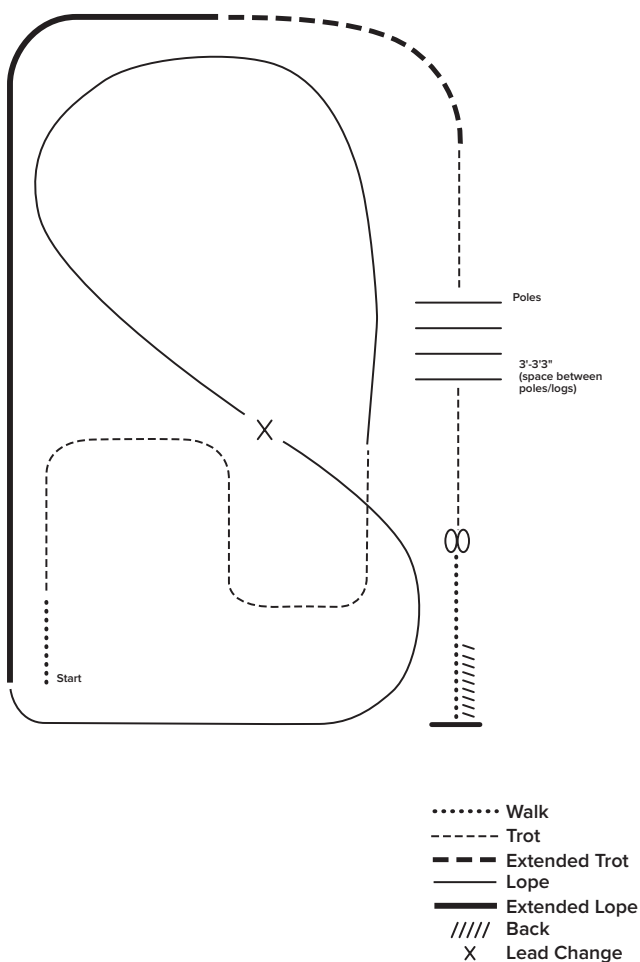
### RANCH RIDING PATTERN B



## Maneuvers for Ranch Riding Pattern C

1. Walk.
2. Trot serpentine.
3. Lope left lead around the end of the arena and then diagonally across the arena.
4. Simple or flying change of lead.
5. Lope on the right lead around the end of the arena.
6. Extend the lope on the straightaway and around corner to the center of the arena.
7. Extend trot around corner of the arena.
8. Collect to a trot.
9. Trot over poles.
10. Stop, do a 360 degree turn to the right and then do a 360 degree turn to the left.
11. Walk, stop and back.

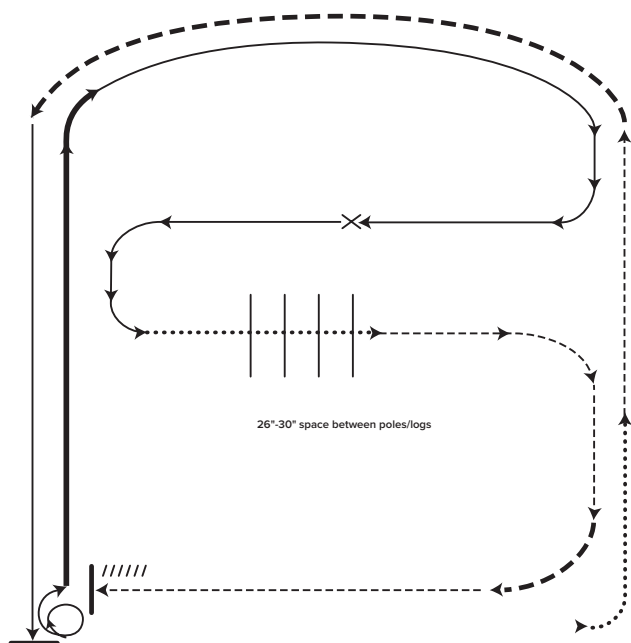
### RANCH RIDING PATTERN C



## Maneuvers for Ranch Riding Pattern D

1. Walk.
2. Trot.
3. Extended trot.
4. Lope left lead.
5. Stop, 1½ turn to the right.
6. Extended lope on the right lead.
7. Collect to working lope on the right lead.
8. Simple or flying change of lead.
9. Lope on the left lead.
10. Walk.
11. Walk over logs.
12. Trot.
13. Extended trot.
14. Trot.
15. Stop and back.

### RANCH RIDING PATTERN D



- ..... Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- ///// Back
- X Lead Change

## REINING

1. The Reining class should be divided by the experience level of the horse and/or the rider. A rider can enter only one 4-H reining class per show. Horsemanship skills and quality of movement in the pattern are stressed in judging.
2. Horses that do not jog may enter this class.
3. Tack and attire are the same as for Western Horsemanship.
4. Each exhibitor performs the required pattern individually. The pattern must be selected from one of the Reining patterns in this rule book.
5. To rein a horse is not only to guide it, but also to control its every movement. The best reined horse should be guided and controlled with little or no apparent resistance. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore faulted according to the severity of deviation. After deducting all penalties (stated later in this section) against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed, which raises the difficulty level of the pattern.
6. Scoring.
  - A. Scoring should be on the basis of 0 to infinity, with 70 denoting an average (correct) performance.
  - B. Maneuver Scores: patterns shall be divided into individual maneuvers, as specified by the judge, and each maneuver will be scored from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$ , with  $\frac{1}{2}$  point increments being acceptable.  $-1\frac{1}{2}$  = Extremely Poor,  $-1$  = Very Poor,  $-\frac{1}{2}$  = Poor,  $0$  = Correct,  $+\frac{1}{2}$  = Good,  $+1$  = Very Good,  $+1\frac{1}{2}$  = Excellent. Maneuver scores are added to or subtracted from 70. Maneuver scores should reflect the manners and responsiveness of the horse as well as its quality of movement.
  - C. Penalties are independent of the maneuver scores and are deducted from the final score as follows:
    1. Starting circles or figure eights out of lead, delayed change of leads, or dragging rear leads in circles or figure eights are penalized as follows:
      - a. For one stride: one-half ( $\frac{1}{2}$ ) point.
      - b. From start to  $\frac{1}{4}$  of a circle: one (1) point.
      - c. Each additional  $\frac{1}{4}$  of a circle is one (1) point.
    2. Starting circles at a jog or exiting rollbacks at a jog are penalized as follows:
      - a. For up to two strides: one-half ( $\frac{1}{2}$ ) point.
      - b. Jogging beyond two strides but less than  $\frac{1}{2}$  circle or half the length of the arena: two (2) points.
    3. Over or under spinning a turn are penalized as follows:
      - a. Over or under spinning up to  $\frac{1}{8}$  of a turn: one-half ( $\frac{1}{2}$ ) point.
      - b. Over or under spinning up to  $\frac{1}{4}$  of a turn: one (1) point.
    4. Failure to change the lead when it is specified immediately prior to a run to the end of the pen is

penalized as follows:

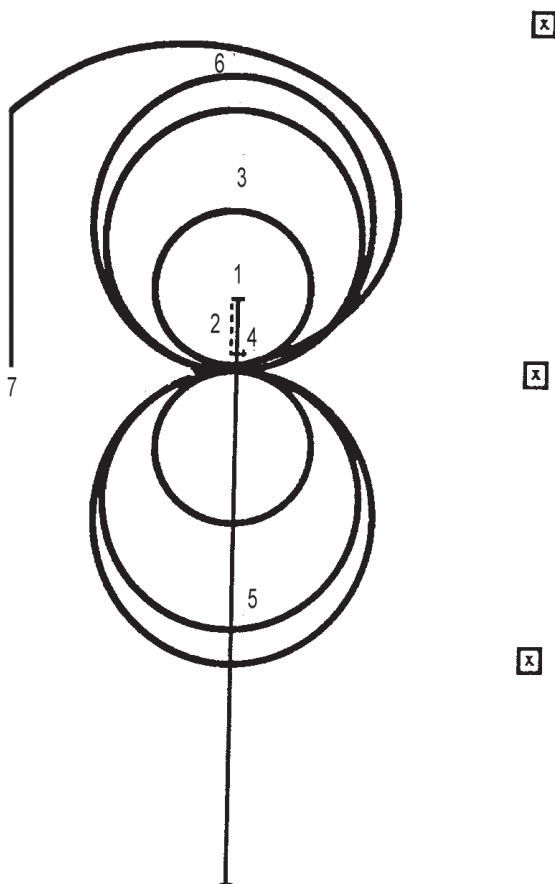
- a. If the lead is corrected within two strides: one (1) point.
  - b. If the lead is corrected after two strides but before the stop: two (2) points.
  - c. If the lead is not corrected: three (3) points.
5. If the pattern requires a specific lead as the horse rounds the end of the arena and the horse is on the wrong lead, penalties are assessed as follows:
- a. For every  $\frac{1}{4}$  of the circle the horse is on the wrong lead: a one (1) point penalty will be assessed until the horse starts its straight run down as no specific lead is required on a straight run down.
6. If the horse is in the correct lead rounding the end of the arena and changes leads on the straightaway, no penalty is given.
7. One-half ( $\frac{1}{2}$ ) point penalties:
- a. Not staying 20 feet off the rail on a straight run down.
8. Two (2) point penalties:
- a. Break of gait (which includes simple changes of leads). This penalty is not applied in the canter departure when starting a circle for the first  $\frac{1}{4}$  of the circle.
  - b. Freeze up in spin or roll back.
  - c. On a walk-in pattern, cantering prior to reaching the center of the arena and/or failure to walk or stop before conducting a canter departure.
  - d. On a run-in pattern, failure to be in a canter prior to reaching the first marker.
  - e. Not completely passing designated marker before initiating the stop position when pattern calls to pass a specific marker.
  - f. Failure to go beyond the markers when the pattern requires it.
9. Five (5) point penalties:
- a. Spurring in front of the cinch.
  - b. Use of the free hand to instill fear.
  - c. Touching the saddle with the free hand.
  - d. Willful disobedience, such as bucking while doing pattern.
10. Zero Score (and not placed):
- a. Use of more than one finger between the reins.
  - b. Use of two hands or changing hands on the reins (except hackamore or snaffle bit horses 5 years of age and under).
  - c. Use of the free hand on the romal to alter the tension or length of reins from the bridle to the reining hand.
  - d. Failure to complete the pattern as written.
  - e. Performing maneuvers in other than the specified order.
  - f. Inclusion of maneuvers not specified, including but not limited to:
    1. Backing more than two (2) strides when backing



- is not part of the pattern.
2. Turning more than 90 degrees at any time a turn is not specified.
    - g. Balking or refusal of command where the pattern is delayed.
    - h. Equipment failure that delays completion of the pattern.
    - i. Running away or failing to guide where it is impossible to discern if the entry is on pattern.
    - j. Jogging in excess of  $\frac{1}{2}$  circle or half the length of the arena while starting a circle, circling, or a rollback.
    - k. Over spin of more than  $\frac{1}{4}$  turn.
    - l. Willful abuse of the animal in show arena.
    - m. Use of illegal equipment.
    - n. Use of any attachment that alters the movement or circulation of the tail.
    - o. Failure to provide horse and equipment for inspection if requested by the judge.
    - p. Disrespect or misconduct by the exhibitor.
    - q. Fall to the ground by the horse or the rider.
  - D. In every instance when a horse does not incur a penalty that results in a 0 score, it should be awarded a total score of not less than 1.
  - E. 5. Ties for first place are worked off using the same pattern and order of go used during the event, unless a rider wants to forfeit the win to the other rider.
7. Markers should be used for all reining patterns as indicated on the drawings. Failure to run circles or figure eights within the markers is not considered a fault. Size, speed differentiation, control, and roundness are important. However, failure to go beyond markers on rollbacks and stops is considered a fault.

## Maneuvers for Reining Pattern A

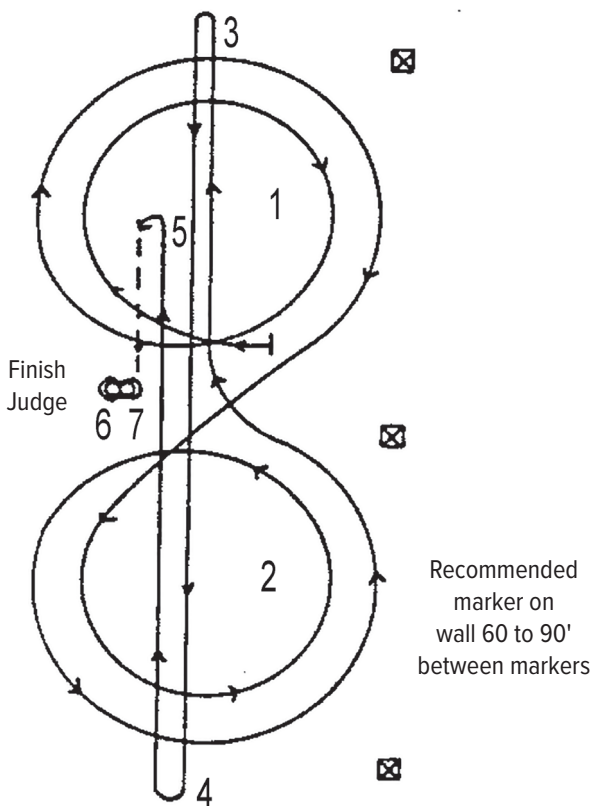
1. Lope in a straight line down the center of the arena past the second cone and stop.
2. Back to the center of the pattern, pivot right.
3. Lope a large fast circle to the left, then a slow small circle, then a large fast one.
4. Do a flying lead change.
5. Lope a large fast circle to the right followed by a small slow circle and then another large fast circle.
6. Change leads and lope a large fast loop around the end of the circles made to the left, straighten your horse, and run down past the center marker.
7. Stop, exit the arena.



**REINING PATTERN A**

## Maneuvers for Reining Pattern B

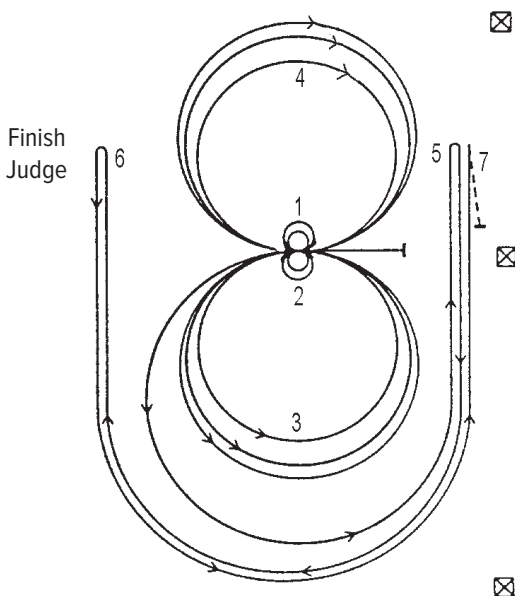
1. Begin at the center of the arena. Complete two circles to the right at a lope, the first circle small and slow, the second large and fast. Do a flying lead change.
2. Complete two circles to the left at a lope, the first circle small and slow, the second large and fast. Do a flying lead change at the center of the arena.
3. Run to the far end of the arena past the end marker, stop, and do a left rollback—no hesitation.
4. Run to the opposite end of the arena past the end marker, stop, and do a right rollback—no hesitation.
5. Run past the center of the arena and do a sliding stop. Back to the center of the arena. Hesitate.
6. Complete two spins to the right.
7. Complete two spins to the left. Then exit the arena.



## REINING PATTERN B

## Maneuvers for Reining Pattern C

1. Walk to the center of the arena and complete two spins to the right. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Begin on the left lead. Complete two large fast circles to the left. Then do one small slow circle to the left and then do a flying lead change.
4. Complete two large fast circles to the right and one small slow circle to the right. And then do a flying lead change.
5. Begin a large fast circle to the left. Do not close this circle but run down the side past the center marker and do a right rollback at least 20 feet from the arena fence.
6. Continue back around the previous circle, run down the opposite side of the arena past the center marker, and do a left rollback at least 20 feet from the arena fence.
7. Continue back around the previous circle. Do not close this circle but run down the side past the center marker and do a sliding stop. Back straight to the center of the arena or at least 10 feet. Hesitate to indicate completion of the pattern and then exit the arena.



## REINING PATTERN C

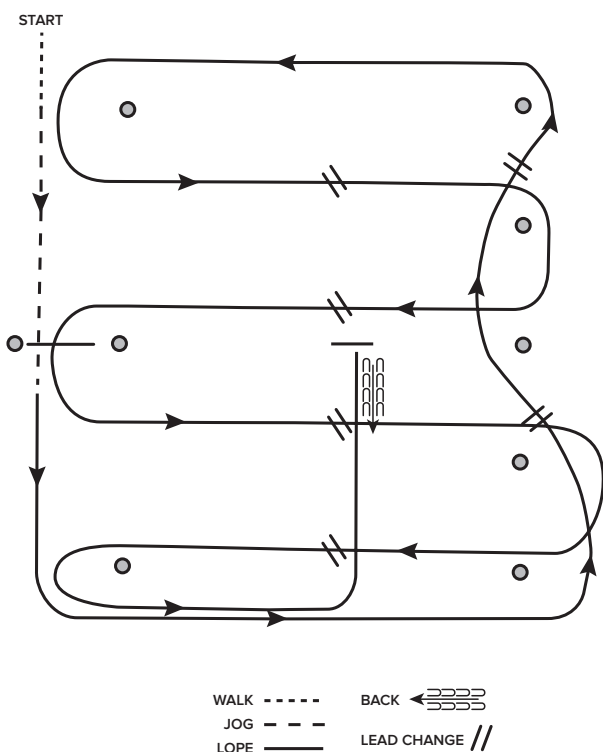
## WESTERN RIDING

1. Western Riding is an event where the horse is judged on its quality of movement, ability to change leads smoothly, responsiveness to the rider, manners, and disposition.
2. The horse should maintain an even cadence of gait and change leads precisely and easily, front and rear simultaneously, at the center point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with moderate flexion at the poll. The tail may lift with each lead change but should not show resistance by excessive use or wringing. The horse should cross the log at the jog/show gait and lope without breaking gait or radically changing stride.
3. Tack, attire, and method of handling the reins are the same as for Western Horsemanship (except protective leg wear is not allowed on the horse). This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
4. The class should be divided by the experience level of the horse and/or the rider. When sufficient entries permit, this class may also be divided according to the rider's age.
5. Each exhibitor performs the required pattern individually. The pattern must be selected from one of the Western Riding patterns in this rule book. Additional details of the patterns are as follows:
  - A. The arrows on the lines indicate the direction of travel, and the type of line indicates gait. The show gait is acceptable for horses that do not jog.
  - B. The log should be at least 8 feet long and be laid on the ground.
  - C. The markers should be pylons. In the rows of five markers, the markers are separated by an equal distance of 30 to 50 feet. All pylons should be at least 15 feet from the arena fence, and the width of the pattern should be 50 to 80 feet.
  - D. After stopping and backing at least 10 feet at the end of the pattern, the rider is excused to exit the arena.
6. Scoring.
  - A. Scoring should be on the basis of 0 to infinity, with 70 denoting an average (correct) performance.
  - B. Maneuver Scores: patterns shall be divided into individual maneuvers, and each maneuver will be scored from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$ , with  $\frac{1}{2}$  point increments being acceptable.  $-1\frac{1}{2}$  = Extremely Poor,  $-1$  = Very Poor,  $-\frac{1}{2}$  = Poor,  $0$  = Correct,  $+\frac{1}{2}$  = Good,  $+1$  = Very Good,  $+1\frac{1}{2}$  = Excellent. Maneuver scores are added to or subtracted from 70.
  - C. Penalties: Penalties are independent of the obstacle scores and are deducted from the final score as follows:
    1. Five (5) point penalties:
      - a. Out of lead beyond the next designated change area (failure to change, including cross-cantering). Two consecutive failures to change leads would result in two five (5)-point penalties.
      - b. Blatant disobedience such as kicking out, bucking, or biting.

2. Three (3) point penalties.
    - a. Not performing the specific gait or not stopping within 10 feet of the designated area.
    - b. Each break of gait at the lope.
    - c. Each simple lead change.
    - d. Failure to change after one stride, but changes before the next designated change area.
    - e. Additional lead changes anywhere on pattern.
    - f. Each break of gait at walk or jog for more than two strides.
  3. One (1) point penalties:
    - a. Each break of gait at walk or jog/show gait up to two strides.
    - b. Each hit or rolling of the log.
    - c. Failure to change leads for one stride.
    - d. Splitting the log between the two front or two rear feet.
  4. One-half ( $\frac{1}{2}$ ) point penalties:
    - a. Each tick or light touch of log.
    - b. Hind legs skipping or coming together in the lead change.
    - c. Failure to change leads for one-half to one stride.
  5. Disqualification (Zero Score):
    - a. Fall to the ground by the horse or the rider.
    - b. Illegal equipment or willful abuse.
    - c. Off course, knocking over markers, or completely missing the log.
    - d. An incomplete pattern, incorrect order of maneuvers, passing on the wrong side of the markers, or extra loops in the pattern.
    - e. Missing four or more flying lead changes. A simple change is considered a missed lead.
    - f. Major refusal—backing more than two strides (four steps with the front legs).
  6. The following are also considered as faults and should be judged accordingly in maneuver scores:
    - a. Opening mouth excessively or raising head on maneuvers.
    - b. Anticipating signals or early lead changes.
    - c. Stumbling.
- D. Credits which should be scored in maneuver scores are:
1. Simultaneous front and rear changes of leads.
  2. Lead changes at designated areas.
  3. Accurate and smooth patterns.
  4. Even pace throughout.
  5. Easy to guide and control with rein and leg.
  6. Good manners and disposition.
  7. Physical fitness of the horse.

## Maneuvers for Western Riding Pattern A

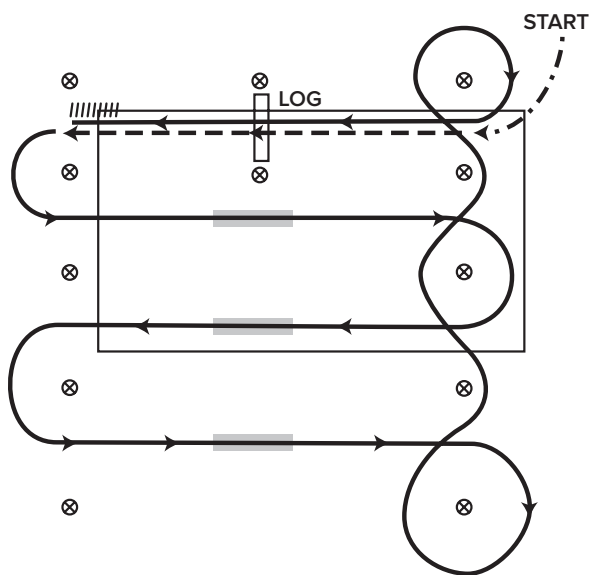
1. Walk to the first pylon and begin jogging to and over the log.
2. Transition to left lead lope and lope around the pylon.
3. First line change.
4. Second line change.
5. Lope around pylon.
6. Lope around pylon and first crossing change.
7. Second crossing change.
8. Lope over log.
9. Third crossing change.
10. Fourth crossing change.
11. Lope up the center, stop, and back.



## WESTERN RIDING PATTERN A

## Maneuvers for Western Riding Pattern B

1. Walk to the first pylon and begin jogging to and over the log.
2. Transition to a lope to the left around the next cone.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Stop and back.



WALK · - · - · JOG - - - -  
 LEAD CHANGING AREA █ LOPE ———

## WESTERN RIDING PATTERN B



## VERSATILITY

1. This competition is designed to motivate exhibitors to broaden their horsemanship. It creates the opportunity for riders to develop new skills and to further train their horses. It is especially recommended for advanced riders.
2. This class consists of four separately shown and judged classes. One of the four classes should be a Western class (Horsemanship, Pleasure, etc.); one class should be an English class (Equitation, Hunter Under Saddle, etc.); one class should be a Gymkhana class (Barrels, Poles, etc.); and one class should be a class in which exhibitors work individually (Reining, Trail, etc.). Exhibitors must complete all four classes to be eligible for final placing.
3. These are the conditions for entry: the exhibitor must have placed in a showmanship and/or horsemanship (or equitation) class at this show prior to making an entry in the versatility class. Definite restrictions are to be determined by local advisors according to their county's level of achievement; these restrictions must be made before the show begins. It is suggested that versatility exhibitors should have completed two years of 4-H project work with horses. This class must be limited. Thirty entries can take up to five hours to show.
4. Each rider must show in all four events and must use the same horse in each event. Judges place each class 1 through 10 (10 points for first, 9 points for second, etc.). Points are totaled for all four classes to determine the winner.
5. The winner of the Versatility Class is the horse and rider accumulating the most points in the four events combined, and lower placings are similarly determined. In the event of a tie in the number of points, it is recommended that the exhibitor with the highest Horsemanship/Equitation score is the winner; however, counties may use their discretion on how to break ties.
6. All changes of tack and appointments must be made within the 5-minute interval between events or the entry is eliminated.

## GENERAL RULES FOR GYMKHANA CLASSES

1. Western-type equipment must be used. The rider's attire is the same as for Western Horsemanship. All exhibitors must wear properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times while riding. Loss of safety headgear from the exhibitor's head while in the arena will result in disqualification.
2. Abuse as determined by the judge causes disqualification. The judge may require alteration or removal of equipment the judge regards as too severe.
3. Each exhibitor must perform the pattern individually. Patterns listed in this rulebook must be used for state fair qualifying classes. Be sure to use a pattern that allows sufficient space between the obstacles and the arena fence and provides adequate space to stop.
4. A clearly visible starting line must be provided. An electric timer or two stopwatches should be used. The time recorded by either method is the official time. The official time is not to be rounded

(up or down) to the nearest decimal place. Time penalties are added to official time to determine placings. Lowest time (including any penalties) wins. Timer failure entitles a rider to a rerun, and the time obtained is used plus any penalties occurring in the rerun. Once across the starting line, broken equipment is not a reason for a rerun.

5. There are two acceptable methods to run game patterns.
  - A. To start in the arena: The horse and rider may be assisted up to the entrance gate, but the horse and rider must enter the arena alone. The rider must not enter the gate any faster than a trot, must stop forward motion by completely stopping or else do a circle prior to starting the pattern.
  - B. Running start: For the exhibitor to do a running start, the show must provide a safe, protected chute into which no one can accidentally wander. No one is allowed in the chute except the horse and rider and the person closing the gate. (Running starts do not apply to Speed and Control.) If a safe chute is not available, the show must use method A.
  - C. For both methods:
    1. The exhibitor is allowed to begin the pattern when the announcer calls for the contestant to enter the arena. The exhibitor has two minutes from being called to enter and start the pattern. Failure to do so causes disqualification.
    2. No other horse may enter the arena until the previous one has exited.
    3. The entrance gate is closed behind each rider as he/she enters and remains closed until the horse is under control. Then the horse is allowed to leave the arena.
6. In gymkhana classes, the rider must ride the horse into the arena and start the pattern. Timing begins when the horse's nose crosses the starting line and stops when it crosses the finish line.
7. A horse that runs **or backs** into the wall or fence at any time due to lack of control or disobedience while in the arena will be disqualified.
8. A rider may ride or lead his/her animal from the arena.
9. Two hands are permitted on the reins. Excessive spurring or use of spurs in front of the girth incurs a 5-second penalty. A judge must disqualify any rider for excessive use of a whip, crop, bat, reins, or rider's hands anywhere on the horse. A rider may hold onto the saddle at any time during the run. The rider is disqualified if the feet are attached to the stirrups in any manner or if the stirrups are tied down in any way.
10. A rider may touch or bump an obstacle without penalty if it does not fall over. An obstacle is considered knocked over if it rolls on its side or flips end over end, even if it lands in an upright position.
11. Failure to do a correct pattern will result in a 'No Time'.
12. If there are not enough qualified riders to fill the total placings, then only those who qualify place. In the event of a tie, there must be a runoff, unless one contestant concedes.
13. Horses and riders must be inspected for cleanliness, proper equipment, and grooming (horse and rider). The judge may consider the results of this inspection when judging the class by assessing either a 5-second penalty or by disqualification.
14. The judge may assess a 5-second penalty for the rider who

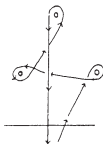
obviously has no control of his/her animal while doing the pattern and produces an unsafe ride.

## BARREL RACING

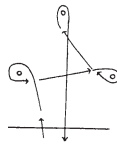
1. The official diagrams of the barrel-racing patterns are presented on this page. The exhibitor may choose on which side of a pattern he/she begins.
2. Barrel patterns sit at least 15 feet off the arena fence. The pattern is one of the four patterns shown below, based on the size of your arena, for PAS qualification for the state fair.
3. Knocking down a barrel will result in a 5-second penalty for each barrel knocked down.

### BARREL RACING PATTERNS

Pattern A



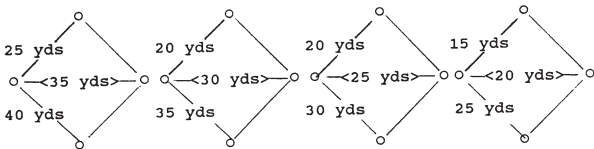
Pattern B



Starting  
and  
Finishing Line

Starting  
Line

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Pattern A

Pattern B

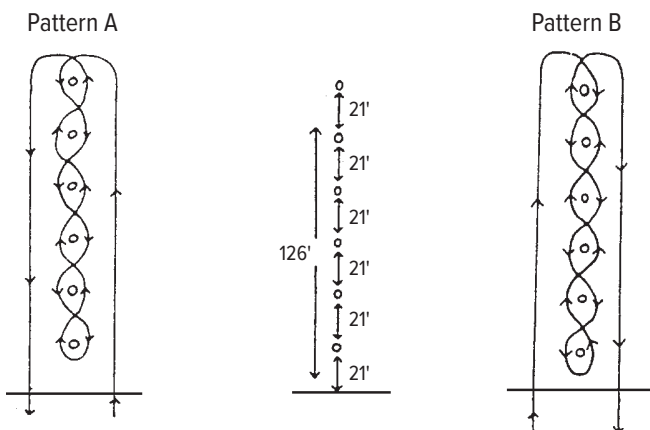
Pattern C

Pattern D

## POLE BENDING

1. The horse may start either to the left or the right of the first pole and then run the pattern accordingly. (See the pattern on this page.)
2. A rider going past a pole that he/she was to weave and looping back to get around the pole or backing is considered off pattern and will receive a 'No Time'.
3. A rider who touches or holds up a pole without knocking it over (as described in the general rules) shall not be penalized.
4. Knocking a pole down will result in a 5-second penalty for each pole knocked down.

### Pole Bending Patterns



## SPEED AND CONTROL

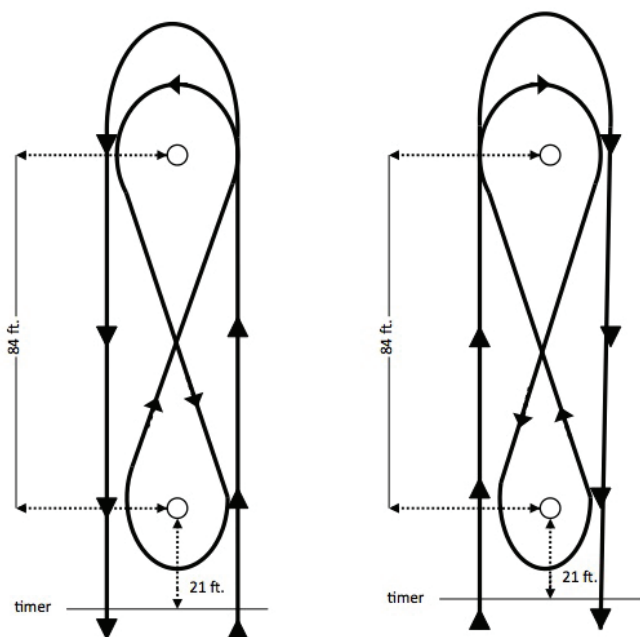
1. The pattern can be run either way as shown in the diagram. Time begins when the rider leaves the box and stops when he/she re-enters it. The horse must enter and exit the box through the designated opening. If the horse enters/exits the box anywhere other than the designated opening, it will result in a 'No Time.' The horse must be completely in the box to start and at the end of the run. If any part of the box is knocked down by the horse or the rider at any time while in the arena, they will receive a 'No Time'. Pylons knocked over are a five-second penalty each. The rider must be mounted while in the box.
2. The box is made of lightweight material, such as 1-inch by 2-inch lumber or PVC pipe and set up on buckets, pylons, or other safe-type stands. The height of the box should be at least 24 inches. The 'O's (see diagram) should be poles and must be 21 feet apart.



## STAKES RACE

1. Two (2) poles are to be used.
2. The horse and rider run down to the right or left side of the poles to the second pole, making either a right or left-hand turn. The exhibitor shall then run to the first pole and make a turn in the opposite direction. Exhibitors then run back to the second pole and repeat the first turn then run straight back to the start/ finish line.
3. The exhibitor shall not cross between the two (2) poles before making the first turn or after the third turn.
4. Any poles knocked over or failure to do a correct pattern will result in a 'No Time'.

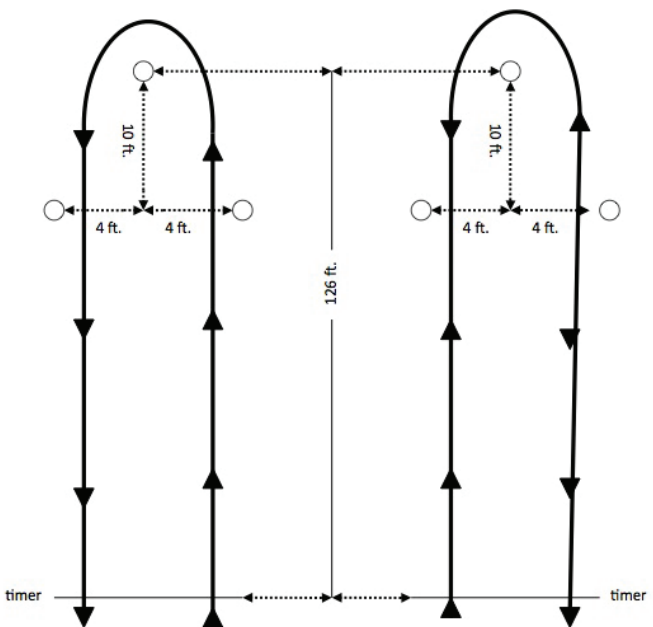
### Stakes Race Pattern



## KEYHOLE

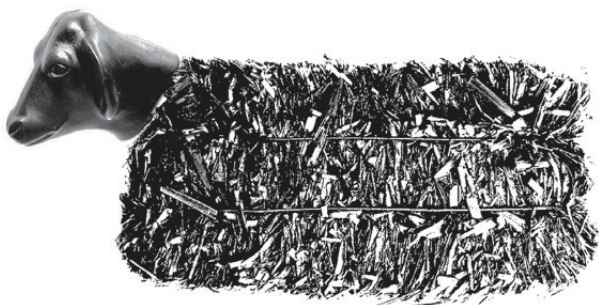
1. Three (3) poles are to be used in an 8' x 10' triangle. The center end pole is 126' from the timer.
2. The horse and rider run down between the first two poles and around the end pole (either direction) or back out between the first two poles.
3. Poles knocked down or failure to do a correct pattern will receive a 'No Time'.

### Keyhole Pattern



## GROUND ROPING

1. Attire is the same as for Western Horsemanship. Exhibitors must wear either a western hat or a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
2. Equipment needed: A bale of hay or straw, a dummy calf head, a lariat, and roping glove (optional). Steer heads of any type are not allowed. The dummy calf head must be inserted in the front of the bale, not the top. See the diagram for the preferred position.



3. Class Procedure and scoring.
  - A. Each competitor may use the rope of his/her choice and has three (3) attempts to catch the dummy calf head.
  - B. Each attempt can receive up to 40 points with a maximum of 120 points for the three attempts.
  - C. Each attempt is scored in four (4) areas, from 0 to 10 points with  $\frac{1}{2}$  point increments allowed, as follows:
    1. Building the loop: 0–10 points.
    2. Swing (smoothness/fluidity): 0–10 points.
    3. Delivery and accuracy of the loop: 0–10 points.
    4. Pulling and pitching slack: 0–10 points.
4. A barrier line (board or chalk line) is placed on the ground 4 feet behind the bale. If the roper breaks the barrier (by stepping on or over it before the throw is complete), a 20-point penalty is incurred each time the barrier is broken. Ropers may lean or reach over the barrier without penalty. In case of ties, the barrier is backed up 2 feet at a time until the tie is broken.
5. No “fishing” is allowed. The roper has five (5) seconds from the time the rope is thrown to complete the catch, or it is considered a missed attempt. Fishing is defined as not immediately pulling the slack after the throw of the rope. The judge’s decision is final.
6. Illegal catches—A catch when the rope is not around the calf’s neck is considered an illegal catch, for example, roping the entire calf or the front portion of the calf.
7. If the loop makes a figure eight and one loop of the figure eight lands around the calf’s neck and the other loop of the figure eight catches on the back of the bale, it is considered a legal catch.



## GENERAL RULES FOR ROPING EVENTS

1. A 10-foot tape must be on hand for the barrier judge as the barrier is not considered broken unless the ring drops within 10 feet of the post.
2. Height of the barrier shall be 32 to 36 inches measured at the center of the box.
3. The barrier judge should change the barrier string when it weakens or upon request of a contestant.
4. Length of the barrier trip rope, score line, or length of the roping box cannot be changed during a show for any one event.
5. The barrier judge shall rule on all faulty barrier problems. If a contestant obviously beats the barrier and the barrier does not break properly, the judge rules a contestant is fouled by the barrier, and the roper gets the stock back, providing the roper declares him/herself by pulling up immediately.
6. If roping stock escapes from the area, the flag is dropped, and watches are stopped. The roper then gets the stock back lap and tap, and the time spent is added to the new time recorded. If the rope is on the escaped stock, the roper gets the stock lap and tap with the rope on it in the chute.
7. If the animal escapes the chutes or pens before it is called for by the contestant, no animal may be repenned by itself.
8. Pushing or hazing stock past the score line is not permitted, unless authorized by the rodeo judge.
9. The field flagger shall position him/herself at the far end of the arena in tie-down roping, allowing him/her to come towards the roper to flag the tie. In team roping, the field flagger shall place him/herself against the wall on the left-hand side of the roping box before moving to the field to flag the team.

## Method for Combining Roping Score and Roping Time for Contestant Rankings and Awards in Ohio 4-H

### Tie-down Roping Time and Score Chart for Ohio 4-H Roping

Roper's Time Seconds	Points	Horse's Performance Score	Points
Under 10 sec	50	80.0	50
10 to 11.9	45	79.5	45
12 to 13.9	44	79.0	44
14 to 15.9	43	78.5	43
16 to 17.9	42	78.0	42
18 to 19.9	41	77.5	41
20 to 21.9	40	77.0	40
22 to 23.9	39	76.5	39
24 to 25.9	38	76.0	38
26 to 27.9	37	75.5	37
28 to 29.9	36	75.0	36
30 to 31.9	35	74.5	35
32 to 33.9	34	74.0	34
34 to 35.9	33	73.5	33
36 to 37.9	32	73.0	32
38 to 39.9	31	72.5	31
40 to 41.9	30	72.0	30
42 to 43.9	29	71.5	29
44 to 45.9	28	71.0	28
46 to 47.9	27	70.5	27
48 to 49.9	26	70.0	26
50 to 51.9	25	69.5	25
52 to 53.9	24	69.0	24
54 to 55.9	23	68.5	23
56 to 57.9	22	68.0	22
58 to 59.9	21	67.5	21
60 to 61.9	20	67.0	20
62 to 63.9	19	66.5	19
64 to 65.9	18	66.0	18
66 to 67.9	17	65.5	17
68 to 69.9	16	65.0	16
70 to 71.9	15	64.5	15
72 to 73.9	14	64.0	14
74 to 75.9	13	63.5	13
76 to 77.9	12	63.0	12
78 to 79.9	11	62.5	11
80 to 81.9	10	62.0	10
82 to 83.9	09	61.5	09
84 to 85.9	08	61.0	08
86 to 87.9	07	60.5	07
88 to 89.9	06	60.0	06
90+ seconds	00		
No Time	00	No score	00

## TIE-DOWN ROPING

1. Legal catches, etc., are governed by Professional Rodeo Cowboys Association (PRCA) Rules. The roper or ropers must complete a legal catch within 90 seconds to receive points either from time or score. A roper's points are determined only in his/her entered event. The roper with the most total points places highest. His/her time yields points, and his/her mount's score yields points. The tie-down roping horse is scored (60 to 80 points) on manners in the roping box, scoring out of the box, speed to the calf, rating the speed of the calf, the stop, working the rope, and manners while the roper returns and mounts for the legal tie to be determined.
2. The rope may be dallied or tied hard and fast; either is permissible. The contestant must rope the calf, dismount, go down the rope, and throw the calf by hand and cross and tie any three feet. To qualify as a legal tie, there shall be one or more wraps and a half hitch. If the calf is down when the roper reaches it, the calf must be let up to its feet and be thrown by hand. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand. The rope must hold the calf till the roper gets a hand on the calf. The tie must hold, and three legs remain crossed until passed on by the judge, and the roper must not touch the calf after giving the finish signal until after the judge has completed his/her examination. If the tie comes loose or the calf gets to its feet before the tie has been ruled a fair one, the roper is marked no time. The animal belongs to the contestant when he/she calls for it, regardless of what happens, except for cases of mechanical failure.
3. Two loops are permitted catch as catch can, and should the roper miss with both, the roper must retire, and no time is allowed. Roping the calf without releasing the loop from the hand is not permitted.
4. There is a 90-second limit in elapsed time in tie-down roping. A whistle indicating no time shall be blown by the timer at the end of the 90-second span.
5. Contestants must adjust the rope and the reins in a manner that prevents the horse from dragging the calf. Contestants must receive no assistance of any kind from outside. If the horse drags the calf, the field flag judge may stop the horse, and any penalty for such offense can be assessed only by the flag judge.
6. The field flag judge passes on the tie of calves through use of a stopwatch, timing six seconds from the time the rope horse takes its first step forward after the roper has remounted.
7. The rope is not removed from the calf, and the rope must remain slack until the field judge has passed on the tie.
8. The flagger must watch the calf during the six-second period and stop the watch when a calf kicks free, using the time shown on the watch to determine whether the calf was tied long enough to qualify.
9. The roper is disqualified for removing the rope from the calf after signaling for time, until the time has been passed on by the field judge.
10. If the roper intends to use two loops, he/she must carry two ropes and must use the second rope for the second loop.
11. An automatic barrier must be used at all rodeos for tie-down roping. Contestants must start from behind the barrier.

12. A 10-second penalty is assessed for breaking the barrier. At indoor rodeos, the length of score is the length of the roping box minus 3 feet. The maximum length of score, when an automatic barrier is used, is 18 feet. Any deviation from the above must be approved by all contestants and the show management.
13. Neck ropes on calves must be tied with string. No metal snaps or hardware shall be used on neck ropes in the timed events. An adjustable slide shall be used on all neck ropes for cattle used in the timed events.
14. There shall be two or more timers, a field flag judge, and a barrier judge. Time is taken between two flags. Arena conditions determine score, with the length of score to be set by the arena director, if present. Animals used for this event should be inspected and objectional ones eliminated.
15. If there must be a rerun of calves to complete a go-round, all calves must be tied down before any stock is drawn. If, after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo, they are not considered fresh.
16. An Ohio 4-H tie-down roper receives points for the time taken to complete a legal tie; plus points for the score received from the judge for the working ability of his/her horse. See the chart in this rule book for combining the two values.

## BREAKAWAY ROPING

1. This is a timed event. This event shall be performed following the same general rules as youth tie-down roping under the usual common rodeo standards and conditions.
2. The horse must start from behind a barrier. A 10-second penalty is added to the time for breaking the barrier.
3. A regular rope is to be fastened to the horn or swell by a cotton string.
4. Time is called from the drop of the flag at the barrier to the breaking of the rope string from the saddle horn.
5. A legal catch is to be any loop that goes over the calf's head and draws upon any part of the calf's body, causing the rope to break away from the saddle horn.

## MOVING DUMMY BREAKAWAY TIE-DOWN ROPING

1. Tack and attire are the same as Western Horsemanship. This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
2. A mobile dummy that has a realistic head is used. The mobile dummy can be mechanically propelled, or it can be dragged by another horse and an adult rider. Safety is of primary importance when selecting a dummy and the means of moving it.
3. Equipment required: lariat, light string, bandanna, and roping glove (optional).
4. Class Procedure
  - A. A. Each competitor may use the rope of his/her choice and gets three attempts at roping the dummy while it is moving at a speed causing the roper's horse to trot to catch the dummy.

- B. The person controlling the dummy starts the dummy 20 feet ahead of the roper. The roper gives the dummy controller a nod as to when to begin to move the dummy. The dummy should maintain a medium-speed trot until the roper's rope breaks free of the saddle.
  - C. The dummy should stay at least 5 feet from the fence at all times. The distance the dummy is towed per attempt should be determined prior to the class, and failure to rope the dummy in that distance is a 0 score for that attempt.
  - D. The roper attaches the end of his/her lariat to the saddle horn with a lightweight string that can easily be broken. The bandanna is also tied to the string so that it goes with the rope when it breaks loose of the saddle to give an easily visible sign that the calf has been roped.
  - E. When starting to follow the dummy, the rider should follow the dummy for a few feet to show the horse's ability to rate a calf.
  - F. After roping the calf, the horse should stop hard and straight, causing the rope to break free.
5. Scoring.
- A. Each competitor may use the rope of his/her choice and gets three attempts at roping the dummy while it is moving at a speed causing the roper's horse to trot to catch the dummy.
  - B. Both roper and roping horse are scored.
  - C. The roper is scored the same as in ground roping with a maximum of 120 points for three (3) attempts.
  - D. The horse is scored on a 0 to 10-point basis for each of the following:
    - 1. Manners.
    - 2. Rating—maintaining correct position for the roper to throw the rope.
    - 3. The stop.
  - E. A maximum of 90 points for the three attempts can be earned. The total score for horse and rider determines the placing, with a maximum of 210 points possible.

## HUNT SEAT EQUITATION OVER FENCES

1. Hunt Seat Equitation Over Fences is judged on the rider's position and ability to effectively communicate and guide the horse over fences. The rider should be secure, comfortable, and balanced in the saddle. Performance of the horse, such as jumping style, quality of movement, fence touches, and knockdowns count only insofar as affected by faults or skills of the rider.
2. Tack and attire for this class shall be the same as for Hunt Seat Equitation except that standing martingales are allowed. Properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required.
3. This class should be divided as follows: Novice Equitation Over Fences (not a state fair class), Intermediate Equitation Over Fences, and Advanced Equitation Over Fences. Classes may also be divided according to the height of the animal (Small Ponies, Medium Ponies, Large Ponies, and Horses). Exhibitors may enter

only one equitation division—Novice, Intermediate, or Advanced. If the rider gets a new horse, he or she should start at the level suitable to the horse.

4. Each entry individually executes a course consisting of six to ten fences over a minimum of four jumps. The course may be designed and arranged by the show committee but must meet the approval of the judge. Show managers and judges should refer to the publication *Over Fences Guidelines* available online at <http://horse.osu.edu>. Fences should be at least 60 feet apart, if possible. Jumps should be at least 12 feet in width, preferably with wings, and have a substantial appearance. Rails should be at least 3 inches in diameter. A variety of obstacles is encouraged, using coops, gate, brush jumps, logs, etc. Frightening or strange jumps should be avoided. Ground poles or a visible ground line must be used in front of all fences. The course must have at least one change of direction and may have one in- and-out fence (*Advanced Hunt Seat Equitation Over Fences* only). The course diagram must be posted at least 30 minutes before the class is called.
5. Judging begins when the exhibitor enters the arena. The course should be performed at a working canter. Each contestant may make one circle before approaching the first jump. At the end of the course, the rider transitions to a trot and demonstrates a sitting/posting trot, or both, then exits the arena at a walk.
6. Class Requirements:
  - A. Novice Hunt Seat Equitation (not a state fair class):
    1. Fence Heights:
      - a. Small, Medium, and Large Ponies: 18"
      - b. Horses: 2'
    2. Lead Changes: Simple lead changes are permitted without penalty.
  - B. Intermediate Hunt Seat Equitation:
    1. Fence Heights:
      - a. Small Ponies: 2'
      - b. Medium Ponies: 2'3"
      - c. Large Ponies/Horses: 2'6"
    2. Lead Changes: Flying lead changes are required.
  - C. Advanced Hunt Seat Equitation:
    1. Fence Heights:
      - a. Small Ponies: 2'3"
      - b. Medium Ponies: 2'6"
      - c. Large Ponies/Horses: 2'9"
    2. Lead Changes: Flying changes are required.
7. Scoring is on a basis of 10 to 100, as follows:
  - A. 90 to 100: Excellent equitation, position, and presentation; meets all fences squarely and with proper striding.
  - B. 80 to 89: Minor equitation faults; minor stride problems causing uneven arc over fences; one step in counter canter as the horse jumps a fence; rider still gives a quality ride.
  - C. 70 to 79: More problems occur; equitation suffers, for example, rounded shoulders, heels not down, hands incorrect, lacks style and presence. One major fence problem, for example, chip with rider out of position, a lead

change where not needed on pattern, jumping off to side of jump, but no dangerous fences. Not a flowing course.

- D. 60 to 69: Major equitation faults; poor body position; loose legs and seat; failure to maintain even canter pace; failure to maintain correct lines between fences.
  - E. 40 to 59: Breaking to a trot on pattern; counter canter around ends of arena; missed lead changes; simple change(s) of leads (except in novice classes); loss of stirrup; dropping a rein; extra strides in a combination; knockdown.
  - F. 10 to 39: Rider avoids elimination; one or two refusals, multiple knockdowns, or dangerous fences.
8. If rider steps into a wrong lead for one or two strides on the initial approach circle, it is noted and can be used as a tie breaker in rides otherwise equal in quality.
9. Causes for Elimination
- A. A total of three refusals, which can include any of the following: refusal, run out, bolt on course, stop on course (unless necessary to reset a jump), addressing an obstacle, run out or extra circle.
  - B. Dismounting during the course without the judge's permission.
  - C. Jumping an obstacle before it is reset.
  - D. Failure to complete the proper course; jumps an extra fence at the end of the course.
  - E. Fall by horse and/or rider.

## HUNTER OVER FENCES

1. Hunter Over Fences is judged on the manners, way of going, and style of jumping that would be suitable for the hunt field. Horses shall be credited for maintaining an even hunting pace that covers the course with free-flowing strides and under control. Preference is given to horses with correct jumping style and that meet fences squarely, jumping at the center of the fence. Judges shall penalize unsafe jumping and bad form over a fence, whether touched or untouched, including twisting and failing to adequately fold a leg over the fence. Incorrect leads around the ends of the course or cross-cantering shall be penalized as well as excessive use of the crop. In-and-out jumps shall be taken in the correct number of strides as indicated or be penalized. Any error that endangers the horse and/or the rider, particularly refusals or knockdowns, shall be heavily penalized.
2. Tack and attire for this class is the same as for Hunt Seat Equitation. Properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required.
3. This class should be divided as follows: Green Hunter (not a state fair class), Low Hunter, and Regular Hunter. Classes may also be divided according to the height of the animal (Small Ponies, Medium Ponies, Large Ponies, and Horses). Exhibitors may enter only one division—Green Hunter, Low Hunter, or Regular Hunter. If the rider gets a new horse, he or she should start at the level suitable to the horse.
4. Each horse must individually negotiate a course consisting of at least eight jumps over a minimum of four different obstacles. The course may be designed and arranged by the show committee but must meet the approval of the judge. Show

managers and judges should refer to the publication *Over Fences Guidelines* available online at <http://horse.osu.edu>. At least two changes of direction are recommended. Obstacles should be at least 60 feet apart, if possible. Ground poles or a visible ground line must be used in front of all fences. In-and-out fences are allowed only in Regular Hunter classes. Fences that are spreads should not be farther apart than the height of the fences. The course diagram must be posted at least 30 minutes before the class is called.

5. Judging begins when the exhibitor enters the arena. The course should be performed at a working canter. Each contestant may make one circle before approaching the first jump. At the end of the course, the horse must trot prior to exiting the arena to evaluate soundness and way of going. Failure to trot prior to exiting the arena may be penalized at the judge's discretion.
6. When an obstacle is composed of several elements, a disturbance of these elements is penalized, but only a reduction in the top element is considered a knockdown.
7. When a fence includes two obstacles, such as in-and-out jumps, faults at each obstacle are considered separately. In case of a refusal or a run out at the second obstacle, the entry must re-jump the previous obstacle as well.
8. In cases of broken equipment, the rider may continue without penalty or stop and correct the problem and be penalized as a loss of forward motion.
9. Horses are not asked to re-jump the course to break ties.
10. Class Requirements:
  - A. Green Hunter (not a state fair class):
    1. Fence Heights:
      - a. Small, Medium, and Large Ponies: 18"
      - b. Horses: 2'
    2. Lead Changes: Simple lead changes are permitted without penalty.
  - B. Low Hunter:
    1. Fence Heights:
      - a. Small Ponies: 2'
      - b. Medium Ponies: 2'3"
      - c. Large Ponies/Horses: 2'6"
    2. Lead Changes: Flying lead changes are required.
  - C. Regular Hunter:
    1. Fence Heights:
      - a. Small Ponies: 2'3"
      - b. Medium Ponies: 2'6"
      - c. Large Ponies/Horses: 2'9"
    2. Lead Changes: Flying changes are required.
  - D. Suggested distances for in-and-out fences:
    1. Small Ponies: 20'
    2. Medium Ponies: 20' to 22'
    3. Large Ponies/Horses: 22' to 24'
11. Scoring is on a basis of 10 to 100, as follows:
  - A. 90 to 100: An excellent performer and good mover that jumps the entire course with cadence, balance, and style.



- B. 80 to 89: A good performer that jumps all fences reasonably well and commits only one or two minor faults.
- C. 70 to 79: An average mover that makes no serious faults, but lacks the style, cadence, good balance, and longer stride of the top horses. Commits few minor faults.
- D. 60 to 69: Poor mover that makes minor mistakes; fair or average mover that has one or two poor fences but no major faults or disobediences.
- E. 50 to 59: Horse that commits one major fault, such as a hind knockdown, trots on course, cross canters, performs a simple change of lead (except in Green Hunter), or drops or fails to fold a leg over a fence.
- F. 30 to 49: A horse that commits one refusal or two or more major faults, including front knockdowns and refusals, or jumps in a manner that endangers the horse and/or rider.
- G. 10 to 29: Horse that avoids elimination but jumps in such an unsafe manner that it does not merit a higher score.

#### 12. Causes for Elimination.

- A. A total of three refusals, which can include any of the following: refusal, stop on course (unless necessary to reset a jump), run out, or extra circle.
- B. Jumping an obstacle before it is reset.
- C. Bolting out of the arena.
- D. Off course; does not complete the course; jumps an extra fence at the end of the course.
- E. Deliberately addressing an obstacle.
- F. Jumping a fence that is part of the course before starting the course (unless designated as a practice fence).
- G. Fall of horse and/or rider.

#### 13. Disobediences (Major faults—cannot be scored higher than a 49).

- A. Refusal: When a horse stops in front of an obstacle (whether or not the fence is knocked down or altered), it is a refusal unless the horse then immediately jumps the fence without backing one step. If the horse backs one step, it is a refusal.
  - 1. After a refusal, if the horse is then moved toward the obstacle but does not attempt to jump, it is considered another refusal.
  - 2. In case of a refusal on an in-and-out jump, the horse must return to the start of the in-and-out sequence and rejump the previous elements as well as the following elements.
- B. Run-Out: A run-out occurs when a horse evades or passes the obstacle to be jumped; jumps an obstacle outside its limiting markers; or knocks down any standard, wing, or other element limiting the obstacle (without the obstacle being jumped).
- C. Loss of forward movement: Failure to maintain a canter on course, except when it is a refusal, a run-out, any uncontrollable circumstance, or a fence that needs to be reset.
- D. Unnecessary circling on course. Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles anywhere on course, except to retake an obstacle after a refusal or a run-out.

#### 14. Faults to be scored according to the level of severity (can range

from minor to major, depending on severity).

- A. Light touches or rubs against the jump.
- B. Missing a lead change.
- C. Switching leads where not required.
- D. Spooking or shying.
- E. Pinning ears or wringing tail.
- F. Knocking down any part of a fence.
- G. Bucking.
- H. Jumping out of form (not jumping the center of the fence, incorrect arc over fences, too much speed or inconsistent speed, legs not folded properly over the fence, etc.).
- I. Lacks manners and/or responsiveness.

## HUNTER HACK

1. Hunter Hack is judged on style over fences, even hunting pace, flat work, manners, and way of going. Horses should move in the same style as a working hunter.
2. Tack and attire for this class is the same as for Hunt Seat Equitation. Properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times is required.
3. Horses are first required to jump two post-and-rail fences, 2 feet in height. Jumps do not have to be set on a line. However, if the jumps are set on a line, they must be a minimum of 36 feet apart or in increments of 12 feet. A visible ground line or ground pole must be used for each jump.
4. Horses must also be worked both directions of the arena at a walk, trot, and canter. They should be on light contact.
5. At the discretion of the judge, the exhibitors may be required to hand gallop, pull up, back several steps, and stand quietly following the last fence.
6. Following all fence work, the judge may elect to work all horses, or just those horses being considered for placing, on the flat.
7. Scoring.
  - A. Fence work (jumping): 70 points. Use the same criteria as for Hunter Over Fences.
  - B. Flat work: 30 points. Use the same criteria as for Hunter Under Saddle.
  - C. Penalties are subtracted from the score. Penalties are determined in accordance with the rules for Working Hunter.

## HUNTER UNDER SADDLE

1. Hunter Under Saddle classes are judged on the horse's manners, quality of movement, consistency of gaits, and responsiveness to the rider. Hunters under saddle should be suitable to purpose and move with long, low strides reaching forward with ease. They should be able to lengthen their stride and cover ground with relaxed, free flowing movement while exhibiting correct gaits of the proper cadence. The poll should be level with, or above, the withers to allow proper impulsion behind, with the head slightly in front of, or on, the vertical. Horses should have a bright expression with alert ears and respond willingly to the rider with light leg and hand contact.

2. Tack and attire for this class are the same as for Hunt Seat Equitation (not to jump). This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
3. Class Procedure.
  - A. All entries are to be shown at the walk, trot, and canter both directions of the ring. Entries are to reverse to the inside of the ring at the walk or trot at the discretion of the judge.
  - B. Finalists are required to back. All entries maybe asked to back at the judge's direction on the rail or in the lineup.
  - C. Entries maybe asked to extend any gait at the judge's discretion.
  - D. At the judge's discretion, finalists (no more than 8 at a time) may be asked to hand gallop one direction of the ring, then halt and stand quietly on a loose rein.
4. Scoring
  - A. The Walk (10 points) should be true, straight, flat-footed, and ground-covering.
  - B. The Trot (40 points) should move with long, low strides and cover ground with a relaxed, free-flowing movement. Extensions should be due to lengthening of stride and not by taking faster steps.
  - C. The Canter (30 points) should be smooth, balanced, relaxed, and ground-covering.
  - D. Manners (10 points)—The horse should be quiet on the bit, under control, and work willingly without being sour.
  - E. Responsiveness (10 points)—The horse should perform all transitions smoothly and willingly. The horse should back, showing submission to the rider and in a straight line.
  - F. Penalties for Hunter Under Saddle are cumulative and are subtracted from the overall score:
    1. Wrong lead up to 5 strides.....1 to 5 points
    2. Wrong lead after 5 strides.....10 to 20 points
    3. Head consistently behind the vertical with poll lower than the withers.....20 points
  - G. Causes for Elimination
    1. Improper attire or equipment
    2. Failure to get a gait

## SMALL EQUINE HUNTER AND JUMPER

1. General Rules
  - A. Attire for the handler is the same as for Western or Hunter Showmanship. This includes a suitable hat or properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
  - B. Tack must be a halter and lead. The lead is to be held in a safe manner and never with small coils wrapped around the hand. No chain leads or whips are allowed.
  - C. Small equine hunters and jumpers may show with braided manes and tails similar to their larger counterparts.
  - D. The class may be divided by age of the exhibitor.

- E. The handler should not touch the animal while jumping the course and may not bait the animal, i.e., use food rewards.
  - F. The handler is not allowed to jump the course with the animal.
  - G. The minimum age for small equine to enter the hunter or jumper class is 3 years old.
  - H. Jumps.
    - 1. All jumps must be collapsible and constructed of a material as not to cause danger to the animal.
    - 2. Each animal must individually negotiate a course consisting of at least four obstacles and a maximum of six jumps. The course must meet the judge's approval and be posted at least 30 minutes before the class is called.
    - 3. A visible ground line should be in front of all jumps.
    - 4. Jumps can range in height from 12 to 24 inches.
    - 5. All jumps must be at least 5 feet in width, no wider than 6 feet, with a minimum of 20 feet between jumps, with the exception of an in-and-out.
    - 6. Jump standards may not be higher than 40 inches.
    - 7. No wings or additions are allowed outside the jump standards.
    - 8. All jumps must be numbered on the course in order of sequence.
    - 9. An in-and-out is considered as one obstacle and is scored as such. Refusal of one element of an in-and-out requires the retaking of both elements. An in-and-out must never be the first jump in the course.
2. Hunters.
- A. Hunters are to be judged on style of jumping, manners, and way of going. Preference should be given to those horses that jump the course at consistent pace, such as a brisk trot or canter, with free-flowing strides. Circling once upon entering the ring and once upon leaving the ring is permissible. Hunters must show at least one change of direction. Charging fences or not maintaining the same gait throughout the entire class should be penalized.
  - B. Causes for Elimination.
    - 1. Three (3) refusals.
    - 2. Off Course.
    - 3. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design).
    - 4. Fall of horse or exhibitor.
    - 5. Jumping of obstacle by exhibitor.
  - C. Major Faults.
    - 1. Knockdowns.
    - 2. Refusals.
    - 3. Bucking or kicking.
    - 4. Spooking or shying.
    - 5. Wringing of tail.
    - 6. Showing an obstacle to horse.
    - 7. Failure to maintain a consistent pace.

3. Jumpers.
  - A. Jumpers are scored on accumulated faults only, unless there is a tie, in which case there will be a jump-off as described in 3.C. Jump-offs.
    1. Knockdown: an obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way. Four (4) faults per knockdown.
    2. Refusal: stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred.
      - a. 1st refusal = 4 faults
      - b. 2nd refusal = 4 faults
      - c. 3rd refusal = Elimination
    3. Circling: any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turns away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (for example, circling between fences, NOT retaking a fence from a refusal). 3 faults.
  - B. Causes for Elimination.
    1. Three (3) refusals.
    2. Off course.
    3. Fall of horse and/or exhibitor.
  - C. Jump-offs:
    1. All ties in a Jumper class must be jumped-off.
    2. The jump-off will be held over the original course.
    3. Only two jumps in the jump off will be raised. The height of the jumps shall be increased not less than one (1) inch and not more than six (6) inches in height.
    4. The jump-off will be timed by an electric timer or two stopwatches. The time recorded by either method is the official time. The winner of the jump-off is determined first by the fewest faults then by the fastest time.
    5. Elimination in a jump-off does not eliminate the horse from the final placings.

## SADDLE TYPE ENGLISH PLEASURE

1. English Pleasure (Saddle Type) classes are judged on the horse's quality of movement, consistency of gaits, manners, and responsiveness to the rider. Horses should display style and attractive natural carriage of head and tail. A relaxed, controlled manner is desired. The use of artificial appliances is prohibited. Light contact should be maintained at all gaits. Excessively tight reins or loose, flopping reins are penalized.
2. Tack and attire are the same as for English Equitation (Saddle Type). This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
3. Class Procedure.
4. Horses shall walk, trot, and canter both ways of the ring. Horses may be reversed toward or away from the rail. Exhibitors may be

- asked to back the horses.
5. Easy-gaited horses may not enter Saddle Type English Pleasure classes.
  6. Scoring (brilliance in quality of gaits should be rewarded)
    - A. The Walk (10 points) should be brisk, true, and flat-footed. Prancing, jogging, or ambling are penalized.
    - B. The Trot (40 points) should be graceful, cadenced, collected, and balanced. Extreme speed is penalized. The rider shall post. The judge may ask for a strong trot at his/her discretion.
    - C. The Canter (30 points) should be smooth, unhurried, collected, and straight on both leads.
    - D. Manners (10 points)—The horse should be quiet on the bit, under control, and work willingly without being sour.
    - E. Responsiveness (10 points)—The horse should perform all transitions smoothly and willingly. The horse should back show submission to the rider and in a straight line.
  7. Penalties for English Pleasure are cumulative and are subtracted from the overall score:
    - A. Wrong lead up to 5 strides.....1 to 5 points
    - B. Wrong lead after 5 strides.....10 to 20 points
  8. Causes for elimination.
    - A. Improper attire or equipment Failure to get a gait.

## ENGLISH/WESTERN EASY-GAITED PLEASURE

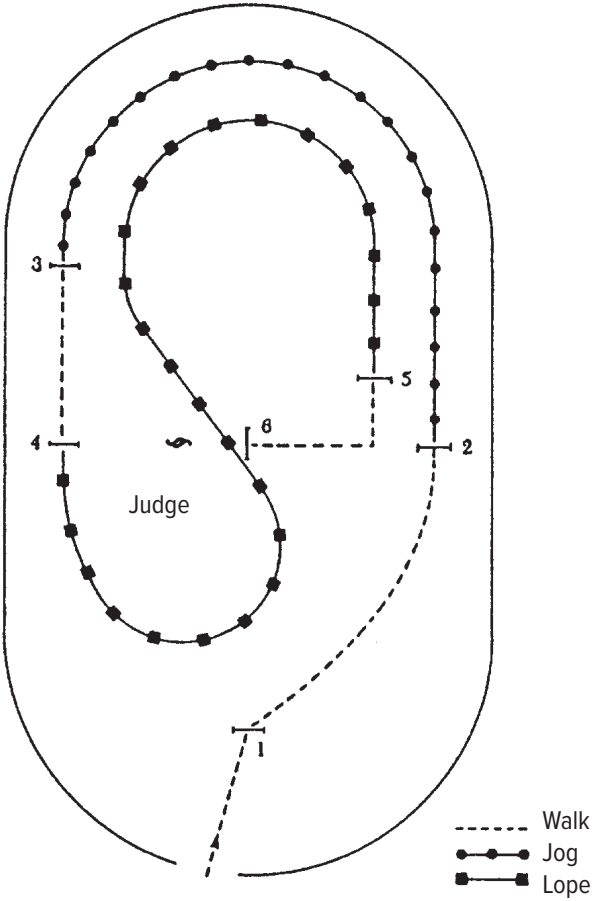
1. Easy-Gaited Pleasure classes (English and Western) are judged on the horse's quality of movement, consistency of gaits, manners, and responsiveness to the rider. Each horse is evaluated against its own individual breed standards of performance. Weight and type of shoeing and/or pads will be considered regarding action, lift and over-stride.
2. Tack and attire are the same as for Easy-Gaited Horsemanship or Equitation. This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all time. Mixing of tack and attire is prohibited.
3. If sufficient entries permit, Easy-Gaited Pleasure may be divided into English and Western classes.
4. Class Procedure.
  - A. All horses shall enter the ring at a show gait until the class is called to order and then proceed to the show walk, show gait, show walk, reverse, and repeat. Horses may be reversed toward or away from the rail. All entries will stand quietly and back readily in the lineup. Those breeds that traditionally "park out" may do so in the lineup, although it is not required.
5. Scoring.
  - A. The Show Walk (10 points) should be a true, brisk, flat-footed walk appropriate for the breed of horse being shown.
  - B. The Show Gait (70 points)—Should be a true, four-beat gait or lateral two-beat gait (pacing) performed with ease, style, and in good form. Trotting or mixing of gaits is considered a major fault and will be penalized. The show gait should show greater length of stride, reach, and lift as compared to the show walk.

1. Extreme speed or lack of change in gait from the show walk will be penalized.
  2. In the case of Walking Horses, nodding of the head is desirable and will be rewarded.
- C. Manners (10 points)—The horse should work willingly in harmony with its rider. Transitions should be prompt but quiet and soft with ease. Each horse should work consistently in a frame appropriate for its breed or type.
- D. Responsiveness (10 points)—The horse should perform all transitions smoothly and willingly. The horse should back in a straight line, showing submission to the rider.
- E. Penalties for Easy-Gaited Pleasure are cumulative and are subtracted from the overall score:
1. Failure to demonstrate a difference in gait speed or stride length.....15 points
  2. Failure to maintain gait or continued mixing of gaits.....15 points
  3. Failure/refusal to back in line-up.....10 points
- F. Causes for Elimination.
1. Improper attire or equipment.
  2. Failure to get gait.

## TEAM TOURNAMENT CLASS

1. An entry for this class consists of three horses or ponies abreast and their riders and is open to Saddle-type, Hunt-type, or Western-type horses.
2. Tack and attire are the same as for the equitation classes in each division. This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
3. The class is judged on uniformity and coordination:
  - A. Uniformity—Horses or ponies should be similar in size, color, type, etc., and the riders should be dressed similarly.
  - B. Coordination—Ability to perform the pattern together and correctly.
4. The team must enter the ring (see the County Team Pattern shown below) at a walk, stop, and recognize the judge at Point 1; walk to Point 2; trot to Point 3; walk to Point 4; lope to Point 5; walk, making a 90-degree pivot, to Point 6; back several horse lengths; stop and pause; ride forward to the judge; side pass apart so that there is about 10 feet between horses; and dismount for inspection. When instructed, the riders remount and leave the arena at a trot.

- 5. When a change of leads is required, it may be either a simple or flying change.



County Team Pattern



## PLEASURE DRIVING

1. Pleasure Driving is judged on the horse's quality of movement, consistency of gaits, manners, and responsiveness to the driver. The judge may dismiss any entry he/she feels is unsafe whether due to equipment or behavior of the animal.
2. Draft-type animals are not permitted in this class. Horses may not enter Draft Driving and Pleasure Driving at the same show.
3. Attire: The driver must be neatly and appropriately dressed. Long pants, long dresses or skirts, and hard-soled, closed-toed shoes or boots, and a properly fitted ASTM/ SEI approved safety headgear with the chin harness securely fastened at all times is required. Ties, hats, gloves (leather or leather in the palm), and jackets are optional. Work shoes, short dresses or skirts, and bare shoulders are prohibited.
4. A passenger is optional, if desired for safety. Headers are permitted to assist drivers in the line-up. All headers must be dressed neatly; white lab coats or long-sleeved, collared shirts are preferred. Hard-soled heeled shoes/boots and jeans/trousers are required.
5. If entries permit, this class may be divided according to height of the animal and/or age of the exhibitor.
6. No more than eight entries are permitted in the ring at the same time. Larger classes must be divided into sections.
7. Class Procedure.
  - A. All horses will be asked to perform all gaits both directions of the ring, reversing on the diagonal of the arena at a walk under the direction of the ring steward and/or judge. Exhibitors should keep passing to a minimum.
  - B. At the judge's discretion, all or any part of the class may be required to back. When the judge inspects/backes the exhibitor, the header must step back from the horse's head and may not assist/hold the horse except in cases of emergency.
8. Scoring.
  - A. The Walk (10 points) should be a brisk, relaxed, true four-beat gait.
  - B. The Park Gait (30 points) should be a slow easy trot or alternate gait, such as the pace, with light bit contact.
  - C. The Road Gait (40 points) should be a true lengthening of stride at the trot or alternate gait, and not an increase of speed by faster, shorter strides. Excessive speed or lack of change in speed/ stride length from the park gait will be penalized.
  - D. Manners (10 points)—The horse should be quiet on the bit, under control, and work willingly without being sour.
  - E. Responsiveness (10 points)—The horse should perform all transitions smoothly and willingly. The horse should back in a straight line, showing submission to the driver.

## DRIVING REINSMANSHIP

1. Driving Reinsmanship is judged on the rein handling ability and skill of the driver to effectively guide his/her animal. Drivers should also demonstrate good posture, light hands, and correct driving procedure.

2. This class may be divided according to the height or type of the animal and/or age of the exhibitor.
3. Tack and attire are the same as for Draft Driving or Pleasure Driving as appropriate. This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
4. Class Procedure.
  - A. All drivers will be asked to individually perform a figure 8 in the direction designated by the judge, with a salute at the beginning and end of the pattern. The start of the figure 8 is in the middle facing the judge. The pattern work should be completed first, and the judge has the option to work all drivers on the rail afterwards or only the finalists.
  - B. Horses are to be worked both ways of the ring at a walk and working trot/gait. Horses must rein back in the lineup.
  - C. At the discretion of the judge, exhibitors may be asked to perform additional maneuvers such as halting on the rail, fanning, a reverse away from the rail at a walk, a reverse on the diagonal at a walk or trot/gait, etc.
5. Scoring.
  - A. Appearance of the driver, animal, harness, and vehicle. (10 points)
  - B. Reinsmanship. Handling of the reins, posture, and overall impression of the driver. (50 points).
  - C. Pattern (40 points).

## DRIVEN TRAIL

1. Driven Trail is judged on the driver's ability to maneuver through a set of predetermined obstacles and the performance of the horse with emphasis placed on manners, response to the driver, and quality of movement. Credit should be given for showing style and performing at a reasonable degree of speed. Horses should be willing and responsive to the driver's aids and cues.
2. Tack and attire are the same as for Draft Driving or Pleasure Driving as appropriate. This includes a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times.
3. Each course shall consist of six obstacles selected from the list below that make for a fun, yet challenging drive. The contestant should wait to be acknowledged by the judge before starting and should stand quietly when finished and wait to be excused by the judge. Common sense and safety must be kept in mind in selecting obstacles. Safety markers may be used in place of cones. Spacing between cones should be as follows: Small Equine: 12'; Ponies and Light Horses: 14'; Draft Horses: 16'.
  - A. Mailbox—Stop, remove, and replace mail.
  - B. Bridge, with a minimum 4' x 8' solid deck-walk/trot/gait over, without the horse balking.
  - C. Corner walk/trot through—Use cones, poles, or straw bales that are set wide enough for the horse and the vehicle to pass through.
  - D. Figure 8—Walk or trot pattern around cones or barrels.
  - E. Cloverleaf—Walk or trot pattern around cones.
  - F. Serpentine—Weave in and out of four cones.

- G. Hazards—Weave in and out of four sets of cones.
  - H. Straight or curved line—Lay out a rope in a line on the arena floor; drive the cartwheel on one side of the rope and the horse on the other side of the rope.
  - I. Back in box—Three rails are used to form an open-sided box: back into the rear rail. Spacing should be 66 inches wide by 10 feet deep for small equine; 6 feet wide by 10 feet deep for ponies, draft ponies, and light horses; and 7 feet wide by 10 feet deep for draft horses.
  - J. Fan movement—Horses may be asked to fan (side pass 90 degrees to the right or left of center, then side pass 180 degrees to the opposite side, and then return 90 degrees to the center or any part or combination of these) showing control, willingness, and smoothness.
4. Scoring.
- A. Scoring is on a basis of 0 to infinity, with 70 denoting an average (correct) performance score.
  - B. Obstacle scores and penalties are added or subtracted from 70 to determine the final score.
  - C. Each obstacle receives an obstacle score on the following basis ranging from  $-1\frac{1}{2}$  to  $+1\frac{1}{2}$ . Each obstacle should be scored as follows:  $-1\frac{1}{2}$  = extremely poor,  $-1$  = very poor,  $-\frac{1}{2}$  = poor,  $0$  = correct,  $+\frac{1}{2}$  = good,  $+1$  = very good,  $+1\frac{1}{2}$  = excellent.
  - D. Penalty points are given independently of the obstacle score and are as follows:
    - 1. One-half ( $\frac{1}{2}$ ) point penalties:
      - a. Each tick of log, pole, cone, plant, or any component of the obstacle.
    - 2. One (1) point penalties:
      - a. Each bite of, hit of, or step on a rope, log, cone, plant, or any component of the obstacle.
      - b. Incorrect or break of gait at walk or trot for two strides or less.
      - c. Skipping over or failing to step into required space.
    - 3. Three (3) point penalties:
      - a. Incorrect or break of gait at walk or trot for more than two strides.
      - b. Knocking down (barrels or cones, this includes marker balls on top of cones) or severely disturbing an obstacle.
      - c. Stepping outside the confines of, falling or jumping off or out of an obstacle with only one foot or wheel once the foot has entered the obstacle. This also includes missing one element of an obstacle on a line of travel with only one foot.
    - 4. Five (5) point penalties:
      - a. Each refusal, balk, or attempt to evade an obstacle by shying sideways or backing more than two strides away.
      - b. Dropping an object.
      - c. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot or wheel once the foot has entered the obstacle. This also includes missing one element of an obstacle on a

- line of travel with more than one foot.
- d. Blatant disobedience (including kicking out, bucking, rearing, striking).
- 5. Zero Score (and not placed):
  - a. Performing obstacles out of specified order.
  - b. Equipment failure that delays finish of patterns.
  - c. Using whip excessively, as determined by the judge.
  - d. Overturn of vehicle or fall to ground by horse or driver.
  - e. Failure to enter, exit, or work obstacle from correct side or direction.
  - f. Failure to work obstacle as described on course pattern.
  - g. Three accumulative refusals.
  - h. Failure to ever demonstrate correct gait or line of travel between obstacles.

## DRAFT DRIVING

1. Draft Driving is judged on the performance and manners (75 points) and turn out of horse/team and vehicle (25 points). If teams are used, the ability of the horses to work together as evidenced by the evenness of the tug's accounts for at least 25 points of the performance score. Conformation is not judged.
2. A driver and only draft-type animals may show in this class.
3. The judge may dismiss any entry he/she feels is unsafe whether due to equipment or behavior of the animal.
4. This class may be divided according to type of vehicle, number of horses in the hitch, age of driver, height of the animal, or in any reasonable manner. No more than six entries are permitted in the ring at the same time. Larger classes must be divided into sections.
5. Drivers are required to wear long pants, long dresses or skirts, and hard-soled, closed-toed shoes or boots, and a properly fitted ASTM/SEI approved safety headgear with the chin harness securely fastened at all times are required. Ties, hats, gloves (leather or leather in the palm), and jackets are optional. Work shoes, short dresses or skirts, and bare shoulders are prohibited.
6. Rolled manes and scotch-knot tails (when tails are docked) are recommended.
7. Assistant driver/groom—Only one person may accompany the driver. They must be attired under the same rules as the driver. The assistant must not give voice cues or handle the reins while moving to control the horse, except in case of emergency. The assistant driver/groom may dismount and help pose the horse or team when coming into the lineup but should then stand at least two paces from the team.
8. Class Procedure.
  - A. The driver has three (3) minutes to enter after the class is called. Each team is allowed up to two-time outs for a maximum combined allowance of seven (7) minutes of repair time. When a breakdown occurs, the horse/team is pulled to the center of the arena and repair time begins when the assistant dismounts the vehicle. Time ends when the assistant remounts the vehicle. Exhibitors are excused from

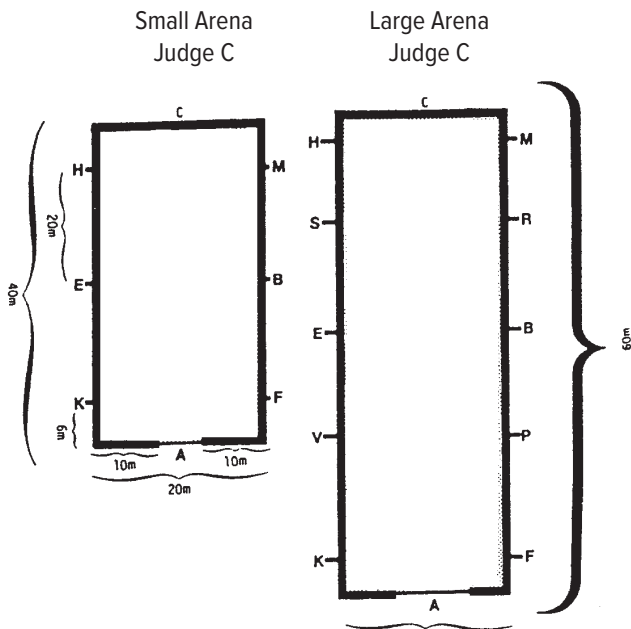
- the class if repairs cannot be made in the allotted time.
- B. All entries are shown at a walk and trot, both directions of the ring, reversing on the diagonal of the arena at a walk or trot under the direction of the ring steward and/or judge. Exhibitors should keep passing to a minimum.
  - C. At the judge's discretion, all or any entries of the class may be required to back or rework any or all gaits but must include work in both directions for any gait used. Some of the class may be excused from the arena and then may be recalled if space is needed

## CLASSICAL/WESTERN DRESSAGE

1. Attire.
  - A. Classical Dressage: Conservative and dark solid colors are recommended. Brown or black hunt boots, white or tan breeches, black or dark hunting coat with white stock tie, and black or dark blue. Riders must wear a properly fitted ASTM/SEI approved riding helmet with the chin harness securely fastened at all times must be worn. Spurs are optional to the rider but must be of an English type not to cause harm to the horse. Gloves are optional to the rider. When riders are permitted to ride without jackets, riders must wear traditional, short, or long-sleeved riding shirts with chokers or ties. Polo shirts are not permitted.
  - B. Western Dressage: Attire for Western Dressage is the same as for Western Horsemanship. Conservative and dark solid colors are preferred. Riders must wear a properly fitted ASTM/SEI approved riding helmet with the chin harness securely fastened at all times. Spurs are optional to the rider, but must be of Western type, with or without blunt rowels, or of English dressage type. Gloves are optional to the rider. When riders are permitted to ride without jackets, riders must wear shirts with a collar and long sleeves. Polo shirts are not permitted.
2. The steward will check exhibitors' bits and spurs for correctness before entering the ring.
3. A rider may ride one- or two-handed in a curb bit or snaffle bit but may not go from one-handed to two-handed during an individual test. Snaffle bits may be on any age of horse in Western Dressage.
4. Competitors are responsible for prior knowledge of all rules for dressage competition.
5. Calling tests—All tests may be called during the competition, except at final or championship events, at which all tests must be ridden from memory. Lateness and errors in announcing the ride do not relieve the rider from "error penalties." Announcing the tests is limited to reading the movement as it is written. Coaching by the announcer is prohibited and is cause for elimination. A caller may not read a movement more than once. Additional repeating of movements by the caller constitutes unauthorized assistance.
6. Salute—At the salute, riders may take the reins in either hand. They shall let their other arm drop loosely along their body and then incline their head in a slight bow. The rider should wait for acknowledgment from the judge before proceeding.
7. Errors—When a competitor makes an error of course by

deviating from the line of the prescribed movement, the judge may ring the bell in order to mark an error on the score sheet. The judge, if necessary, shows the rider the point at which the rider must take up the test again and the next movement has to be executed.

8. Voice—The use of the voice or clicking with the tongue during a ride is prohibited and is penalized by deduction of two marks from those that would have been awarded for EACH movement where this occurs.
9. The dressage arena (see diagram) is 20 x 40 meters (equal to 66 x 132 feet) for the small arena and 20 x 60 meters (equal to 66 x 198 feet) for the large arena. First Level and below tests may be ridden in the small or large arena. Higher level tests must be ridden in the large arena. The arena fence should be at least 10 to 18 inches in height, with letters placed visibly around the arena in the proper places so the rider knows when to execute movements.
10. Current dressage tests can be found online at: [usdf.org/competitions/competitors/tests.asp](http://usdf.org/competitions/competitors/tests.asp) or [westerndressageassociation.org/wdaa-tests](http://westerndressageassociation.org/wdaa-tests).



The Dressage Arena





I pledge  
My head to clearer thinking,  
My heart to greater loyalty,  
My hands to larger service, and  
My health to better living,  
For my club, my community,  
my country, and my world.

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