RULES FOR
OKLAHOMA 4-H

DISTRICT AND STATE
QUALIFICATION
HORSE SHOWS
2012
This handbook of rules is intended to establish uniform regulations and procedures for the district and state 4-H qualification horse shows. Clubs and local groups may have different participation requirements for activities they sponsor and conduct. **When the word or emblem signifying "4-H" is used in connection with local shows, events and other activities involving 4-H Horse Project members, those in charge of the show must work closely with local Extension educators to ensure rules for participation and use of symbols, emblems and wording meet general 4-H policies and procedures.**

Rules and Regulations prepared by David W. Freeman, Ph.D., Extension Equine Specialist, under the advisement of the Oklahoma State 4-H Horse Advisory Council.
# RULES FOR OKLAHOMA 4-H DISTRICT AND STATE QUALIFICATION HORSE SHOWS

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ROLE OF HORSE SHOWS IN THE 4-H YOUTH DEVELOPMENT PROGRAM

Educational methods of 4-H rely on the experiential learning process. Four-H promotes and sponsors numerous programs and activities designed to encourage youth development through "learning by doing". This educational model requires that youth solve problems by first attempting their ability, and repeating their attempt to accomplish the skill. The state and district 4-H horse shows are competitive experiences that assist this learning process.

Safely caring for, preparing and exhibiting a horse at horse shows is a long-term process. For most youth, the greatest accomplishments and long term rewards of the program are achieved from the efforts of preparation for competition. Youth development requires 4-H members to seek information from many sources including written and visual educational aids, and the advice and assistance of leaders and horse industry experts.

While assistance is needed to develop skills, it is not intended for others to prepare and care for projects without the involvement and direction of the youth, i.e. fitting, daily care and riding. Leaders, parents and others assisting 4-H members in the development of their horse project must participate as an educator, not as means for developing the horse project without participation of the 4-H member. Leaders, parents and others influencing the exhibition of the project should make every effort to encourage 4-H members to take the lead role in decision-making, and the handling and care of their project prior to and during exhibitions.

The strength and the survivability of 4-H programs such as horse shows demand everyone’s assistance in encouraging this philosophy. Those directing local 4-H programs should continually emphasize the need for experiential learning through leader, parent and member training, and develop incentive programs that reward those members who excel in self development.

Although minimal, one clearly enforceable way to promote this philosophy is to require that no one other than the 4-H member is to ride a project horse at any time or location on show grounds at district and state qualifying 4-H horse shows. State and district 4-H horse shows should increase awareness of this need by distributing this and related policies in the entry and show materials. Violation of this policy at district and state qualifying shows can result in disqualification of the 4-H member from the current and future exhibitions associated with the state and district 4-H Horse Program.

ELIGIBILITY OF PARTICIPANTS FOR DISTRICT AND STATE QUALIFYING SHOWS

1. To participate at district and state 4-H qualifying horse shows, youth must be an Oklahoma 4-H member and meet the requirements, including those for enrollment, participation and minimum and maximum age as defined in the current year’s State 4-H Publication 1034 A Message for 4-H Families 4-H Membership Policy for (current year). Included in the 4-H membership policies are requirements that youth must be a member for 30 days prior to participating in contests beyond county level. For district and state qualifying horse shows, youth must be a member a minimum of 30 days prior to the show and a member at time that entry is due. Entry deadline may cause minimum time of membership to be increased beyond 30 days prior to the district show. For youth of minimum age, this requires youth to be 9 years of age and a member of Oklahoma 4-H 30 days prior to the show and at time entry is due. This rule applies for district and state qualifying horse shows: County and state fairs, other 4-H sponsored activities, and special events may have different participation requirements.

2. The horse shown at district and state 4-H qualifying shows must be fully owned or leased by the 4-H member, member’s parents, brother, sister, guardian, or grandparent at the time of entry deadline and for a minimum of 30 days prior to district show. Specific conditions of lease are established and agreed to by the owner of the horse and the 4-H member and family. Cooperative Extension does not prepare lease agreements. For purposes of use as a 4-H Horse Project, lease agreements should emphasize the same responsibilities as ownership regarding youth’s involvement with preparation and care of project horses prior to and during exhibitions. A copy of the written lease agreement must be made available when requested by Cooperative Extension personnel and/or district and state 4-H Horse Show management committees. Ownership proof, i.e. copies of registration papers or lease agreements, should be carried with 4-H projects to district and state 4-H horse shows.

3. The Cooperative Extension Educator with 4-H responsibility in the county where membership is held must verify 4-H membership of the entrant as part of the district show entry process. Entry process for district 4-H horse shows will also require a statement of ownership or lease signed by the 4-H member and parent or guardian to accompany the entry.

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QUALIFICATIONS FOR ENTERING DISTRICT AND STATE QUALIFICATION SHOWS

1. Membership and Age requirements: Youth must meet requirements and be enrolled as a member of Oklahoma 4-H (refer to the current year’s State 4-H Publication 103 _A Message for 4-H Families 4-H Membership Policy_). Refer to the membership policy publication for details on membership requirements not stated within the following category explanations.

   Age categories between 9-11, 12-14 and 15-19 are divided on age as of January 1st of the competition year. The following age categories will be used at the district and state qualification shows.

   **Ages 9-11:** Must be an Oklahoma 4-H member that is 1) a minimum of 9 years of age at time district entry is due 2) a member at least 30 days before showing at the district show, and 3) no older than 11 years of age as of January 1 of the competition year.

   **Ages 12-14:** Must be an Oklahoma 4-H member that is 1) a member at least 30 days before showing at the district show and at time district entry is due, 2) at least 12 years of age and no older than 14 years of age as of January 1 of the competition year.

   **Ages 15-19:** Must be an Oklahoma 4-H member that is 1) a member at least 30 days before showing at the district show and at time district entry is due, and 2) at least 15 years of age by January 1 of the competition year and have not reached the age of 19 years on or before January 1 of the calendar year of competition. An exception is noted that youth who reach or pass their 19th birthday by December 31 (of the prior calendar year) while still in high school; They may remain in 4-H for the remainder of that school year and may exhibit at that calendar year’s State and District 4-H Horse Shows.

2. For the state and district 4-H qualification classes, each contestant may enter up to two horses. Those horses must be shown and/or ridden by that contestant only. A contestant or a horse cannot enter or show in the same class twice. County and State Fairs, special events and other out-of county events may have different horse/rider requirements.

3. A 4-H member and his horse are considered as an entry together. A 4-H member who qualifies for the state show class must exhibit the same horse at state that was used in the district show in that class: No exceptions or substitutions for any reason including injury or loss of the project horse.

4. Horses entering district and state 4-H horse shows must have a current, negative Coggins certificate (dated within 12 months of the respective show) in order to be eligible to show. Coggins certificates will be checked upon arrival to show. Any horse not accompanied with current, negative Coggins certificate will not be allowed to show or be stalled on the show grounds. Adulterating Coggins Certificates or misrepresenting information on certificates are acts governed by Oklahoma State Law and State Department of Agriculture Policies. In addition to actions taken by the state for fraudulent activities, these acts are grounds for restriction of activities in current and future year exhibitions at the district and state 4-H horse shows.

5. Only horses entered in the show are allowed at the district and state show.

6. Stallions, nursing foals or mares with unweaned foals are not to be shown at district or state 4-H horse shows.

7. Participants qualify for a state show class by placing in the number allotted for qualifying from the corresponding district show class. District shows should award 1-10 places in each class, and recognize a set number of additional state qualifiers based on number of youth actually participating in each district class. Number of eligible qualifiers will be based on the following guidelines:

<table>
<thead>
<tr>
<th>District Show Class Size</th>
<th>Total Number of Qualifying Slots to the State Show Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-15</td>
<td>10</td>
</tr>
<tr>
<td>16-20</td>
<td>11</td>
</tr>
<tr>
<td>21-25</td>
<td>12</td>
</tr>
<tr>
<td>26-30</td>
<td>13</td>
</tr>
<tr>
<td>31 and above</td>
<td>14</td>
</tr>
</tbody>
</table>

8. All state show entries must be certified by the district show chairperson or designated official. State show entries will be due during or immediately following the end of district show, while members and state show entry person is...
present. As such, members intending to participate at the state show should be prepared to enter state while attending the district show.

9. Each state may send an allotted number of entries to the Southern Regional 4-H Horse Championships. The state’s entries are certified and forwarded by the State Extension Horse Specialist. The following selection scheme will be followed if more entries are turned in for Southern Regional than allotted, First place in each halter class (4). Top 13 performance point (Showmanship, Western, Hunt and Speed Events) earners in state show qualifying classes that turn in an entry at state in two older age groups (26). Top 12 performance point earners in state show qualifying classes turning in an entry at state in younger age group (12). Any open slots created by a halter winner not entering or not receiving the full allotment from an age group will be filled by those turning in entries at the State 4-H Horse Show with highest points in the state show qualifying classes in performance, regardless of age division. All exhibitors wanting to compete in the regional championships must turn in a regional entry form with appropriate fees prior to leaving the state show.

**DISTRICT AND STATE SHOW QUALIFYING CLASSES**

1. District show committees may opt to not hold qualifying classes with ten or less entries. If not held because of ten or less entries, all entries in that class are eligible to participate in that class at the State 4-H Horse Show.

2. A minimum entry requirement of ten horses has been established for the halter and performance classes at the State Show. If the minimum number of horses is not present, different age divisions of a class may be combined. Utilization of this rule at district level will be left to the discretion of the district show management.

3. Awards will be presented for the top ten placings in each class. For show classes which have 10 or more contestants showing in the class, points for regional qualification will be awarded on the basis of 10 points for first, 9 points for second, etc. In a class of 5, first place will receive 5 points and second will receive 4 points, etc. Under no circumstances shall a disqualified contestant be awarded points, nor shall the number of points awarded first place exceed the number of contestants in the class.

4. District and state shows may provide additional/special awards at the discretion of the show committee to encourage accomplishment of 4-H goals, i.e. sportsmanship, character, leadership, proper husbandry practices, etc. At the discretion of the show committee, the shows may also award those earning points in several classes. It is optional for shows to present overall awards. One suggested structure for overall awards includes all or part of the following: Grand/Reserve Champion Halter Gelding/Mare, Performance Divisional Awards (i.e. Speed, Hunter, Western Events) in the different age groups (points accumulated under same system as regional qualification, number 5 above). Awards to be accumulated on a one-horse-one-rider basis, and points accumulated on different horses not to be combined. Points accumulated in combined age classes are to be included in the contestant's respective age group. Ties will be broken on the following steps: a.) Entry earning points in greatest number of classes in that division. b.) Entry placing over the greatest number of contestants. c.) Entry with the greatest number of first place awards. d.) Flip of a coin for awards.

5. The following age categories will be used at the district and state qualification shows. Refer current year’s State 4-H Publication 103 _A Message for 4-H Families 4-H Membership Policy_ for details on membership requirements not stated within the following category explanations.

**Ages 9-11:** Must be a 4-H member that is 1) a minimum of 9 years of age at time district entry is due 2) a member at least 30 days before showing at the district show, and 3) no older than 11 years of age as of January 1 of the competition year.

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6. Qualifying Class Offerings at District and State 4-H Horse Shows.

1. Breakaway Roping (14 and under)
2. Breakaway Roping (15 and older)
3. Calf Roping (all ages)
4. Barrel Race (9-11)
5. Barrel Race (12-14)
6. Barrel Race (15-19)
7. Pole Bending (9-11)
8. Pole Bending (12-14)
9. Pole Bending (15-19)
10. Stakes (Figure 8) Race (9-11)
11. Stakes (Figure 8) Race (12-14)
12. Stakes (Figure 8) Race (15 - 19)
13. Showmanship at Halter (9-11)
14. Showmanship at Halter (12-14)
15. Showmanship at Halter (15 - 19)
16. Halter Mares - 5 yrs. and younger (Horse's age as of January 1 of competition year)
17. Halter Mares - 6 yrs. and older (Horse's age as of January 1 of competition year)
18. Halter Geldings - 5 yrs. and younger (Horse's age as of January 1 of competition year)
19. Halter Geldings - 6 yrs. and older (Horse's age as of January 1 of competition year)
20. Hunter Under Saddle (9-11)
21. Hunter Under Saddle (12-14)
22. Hunter Under Saddle (15-19)
23. Hunt Seat Equitation (9-11)
24. Hunt Seat Equitation (12-14)
25. Hunt Seat Equitation (15-19)
26. Hunter Hack (14 and under)
27. Hunter Hack (15-19)
28. Trail (9-11)
29. Trail (12-14)
30. Trail (15-19)
31. Western Pleasure (9-11)
32. Western Pleasure (12-14)
33. Western Pleasure (15-19)
34. Western Horsemanship (9-11)
35. Western Horsemanship (12-14)
36. Western Horsemanship (15-19)
37. Western Riding (all ages)
38. Reining (all ages)
GENERAL RULES FOR ALL CLASSES

1. Horses entering district and state 4-H horse shows must have a current negative Coggins certificate (dated within 12 months of the respective show days) in order to be eligible to show. Coggins certificates will be checked upon arrival to show. Any horse not accompanied with current, negative Coggins certificate will not be allowed to show or be stalled on the show grounds.

2. Stallions are not to be shown at district and state shows. No nursing foals or mares with unweaned foals. Only those horses entered at the district or state show are allowed at the show.

3. Unsportsmanlike, irresponsible or misconduct, i.e. illegal, indecent or profane, by an exhibitor or associated parties at any time during the district or state show on any location on the show grounds are grounds for disqualification, suspension from further exhibition and for immediate dismissal from the show grounds.

4. Tack and Equipment
   a. Legal equipment is described in rules governing specific classes. If a qualified person is appointed by the show management, contestants with incorrect equipment should be stopped before competing, as the judge will disqualify contestants with illegal equipment. It is the responsibility of the contestant to check with show officials regarding questionable equipment prior to the start of the class.
   b. An exhibitor will be excused from the class if there is a tack or equipment breakage that the judge feels is a safety hazard. The exhibitor will not be allowed a rerun if affected by equipment failure or accident to horse or rider.
   c. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion is unsafe, tends to give unfair advantage or is deemed inhumane.
   d. Notice of need for aids for special need youth, including actions needed by assistants, should be provided by the contestant as part of his/her entry material prior to the start of the show. Request for use of aids for special need youth should be accompanied with a medical doctor’s statement indicating the need related for use in such activities. Show management should inform the judge and exhibitor as to conditions of use for any such requested aids.
   e. Use of communication devices, i.e. electronic or radio devices, other than those approved for use by special needs youth, is considered a method to obtain unfair advantage, can be penalized and can be grounds for disqualification at the discretion of the judge.

5. The exhibitor will be disqualified for a performance class if their horse falls (shoulder and haunches on same side on ground) and/or if the rider is dismounted from the horse prior to completion of the performance, i.e. judge’s placing turned into show management or completion of speed event run.

6. The judge or designated show official has the authority to excuse from competition any horse deemed unsafe and/or out of control. This includes any area or any time while on the show grounds, including times when the entrant is in line-ups or preparation areas for entering the arena for exhibition.

7. Attire:
   It is the objective of the 4-H program for exhibitors to be dressed cleanly and neatly. Protective headgear use is encouraged and may be worn in any class without judging discrimination. ASTM/SEI approved safety helmets are strongly recommended for all classes, especially in all speed events. Correct exhibitor number must be visibly worn on the exhibitor or saddle pad in all classes, or exhibitor may be disqualified for that class. Alterations in acceptable attire for special needs youth should be requested by the exhibitor at time of entry, and should be accompanied by a statement from a medical doctor indicated need for use for such activities. Show management should inform the judge and exhibitor as to conditions of use for any such requested alterations.
   a. Western Judged and Timed Event Classes.
      i. A western (cowboy) hat or protective headgear (ASTM/SEI approved safety helmets are strongly recommended), which must be on exhibitor’s head when exhibitor enters arena. Exception: Show management may make use of a hat optional in speed events. If hat use is declared as optional in speed events, a five second penalty may be assessed if the hat or helmet is not on the exhibitor's person during the time the exhibitor is in the arena. Public announcement of this policy should be made prior to start of speed events.
      ii.) Exhibitor number visibly worn by exhibitor or on the saddle pad.
iii.) A shirt with long sleeves, a collar (band, standup, tuxedo, etc.), and shirt tail to be tucked in pants in all classes. Variations such as short sleeves are permitted if covered with a long sleeve jacket.

iv.) Long pants.

v.) Cowboy boots.

vi.) Spurs or chaps are optional. Exception: Not allowed in halter or showmanship classes.

vii.) Gloves are optional in all classes.

viii.) Ball caps, tanks tops, T-shirts or jersey-type shirts are not to be worn.

ix.) See individual division and class rules for exceptions where class specifications indicate otherwise.

x.) Any change from the stated requirements (i - vii above) must be agreed upon by the judges and show superintendent, and announced to contestants prior to start of the class. It is the contestant's responsibility to bring questionable attire to the attention of show management prior to wearing it in any competition, as judge or official may penalize or disqualify contestants who do not conform.

b. Hunter Classes Attire.

i. Hunt coats of traditional hunt seat style and colors such as navy, dark green, grey, black or brown. Maroon and red are improper.

ii. Breeches or jodphurs of traditional shades of buff, khaki, canary, light gray, or rust.

iii. High English boots or paddock (jodphur) boots of black or brown.

iv. Safety helmet of traditional colors (black, navy blue or brown). ASTM/SEI approved safety helmets are strongly recommended. Exhibitors must wear a safety helmet with harness when schooling or exhibiting over fences while on the show grounds.

v. Hair must be neat and contained (as in a net or braid).

vi. Correct exhibitor number must be visibly displayed on exhibitor or on saddle pad.

vii. Gloves, spurs (unrowelled type that are blunt, round or include a smooth rolling rubber ball) and crops or bats are optional. Exception: Spurs, crops or bats are not allowed in halter or showmanship classes.

viii. Any changes from the stated requirements (i-vii above) must be agreed upon by the judges and show superintendent, and announced to contestants prior to class. It is the contestant's responsibility to bring questionable attire to the attention of show management prior to wearing it in any competition, as judge or official may penalize or disqualify contestants who do not conform.

8. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class. Safe, humane animal handling and riding practices are to be prioritized and followed at all times and all places on the show grounds.

9. Humane Treatment of Animals

a. No person shall exhibit any horse that appears to be sullen, dull, lethargic, emaciated, drawn or overly tired. Horses with fresh, bleeding wounds regardless of cause or effect on serviceability should not be exhibited. Judge has authority to penalize or disqualify horses with open wounds.

b. Inhumane treatment of a horse identified by the designated officials of the show committee at any time during the district or state show on any location on the show grounds may result in disqualification, dismissal and/or suspensions from further participation at the show.

c. The standard by which conduct or treatment will be measured is that which the show management committee rules a reasonable person, informed and experienced in generally accepted training and exhibition procedures, would determine to be cruel, abusive or inhumane. Inhumane treatment includes, but is not limited to, excessive spurring and/or excessive jerking of reins, use of inhumane equipment, intentional inhumane treatment which results in any bleeding, and placing an object in a horse's mouth so as to cause undue discomfort or distress.

d. Any horse receiving inhumane treatment while entering, showing or exiting a class may be dismissed and/or disqualified from the class upon the discretion of the judge or designated show official, and is grounds for suspension from further exhibition and for immediate dismissal from the show grounds.
10. The State 4-H Horse Advisory Council strongly disapproves of any surgical procedure or injection of any foreign substance or drug which could affect the horse’s performance or alter its natural conformation or appearance except for those procedures performed by a duly licensed veterinarian for the sole purpose of protecting the health of the horse. Tails may be lengthened by hair-to-hair attachment only, with no attachments of any kind to the tailbone.

11. The judge shall check for lameness in all horses brought into any class. Obvious lameness shall be cause for disqualification. Obvious lameness is defined as: Consistently observable at a trot under all circumstances; marked nodding, hitching or shorted stride; minimal weight bearing in motion and/or at rest and inability to move.

12. The judges’ decision on conduct and placement of classes shall be in accordance with procedures listed in this publication, and are final and not subject to review.

13. Use of video review: The district and state 4-H horse shows will not be required to facilitate or provide official competition videos, but may at the direction and discretion of the show management. Judges may request review of an entry's performance via the video provided by an official competition videographer if available, if the class procedure of the class in question requires entries to perform individually, if the judge has reason to believe all horses in all classes requiring individual performance at the show have been videoed, and if the request is initiated by the judge prior to placing of the class. It is at the sole discretion of the judge to request use of video review if and when available, and this request is not protestable. Use of other sources of video is not to be used by the judge for review of performance or for determining class placing.

14. An Appeals Committee will be designated by the management before the show begins. This committee is to receive and act upon any protest arising out of any event. A protest must be filed in writing, accompanied with a $50 cash fee, immediately upon conclusion of the class. If the protest is not upheld by the Appeals Committee, the deposit shall be forfeited to the horse show fund. If upheld, the appeals committee is responsible for directing activities to correct the error, which can include but not limited to refund of entry fee, and correcting any affected placings or misdistribution of awards.

15. Awards will be presented to the top contestants in the class. If two judges are used to judge the same class (multi-judge system), the class winner will be determined by combining the placings of each judge with the following guidelines: Each judge places 10 contestants. Those contestants ranking highest on the combined placings of the two judges will be placed over those contestants with lower combined placings of the two judges, with the following conditions: a.) Those contestants placing on both judge's cards will be placed over contestants placing only on a single judge's card, b.) Ties in final rankings will be broken by pre-assigning one of the judges as a tiebreaker for that class.
## Attire and Equipment Summary: Review individual class rules and requirements for additional information

<table>
<thead>
<tr>
<th>Class</th>
<th>Attire:</th>
<th>Optional</th>
<th>Prohibited:</th>
</tr>
</thead>
</table>
| Halter and Showmanship at Halter          | Western: A western (cowboy) hat or protective headgear. Long pants. Long sleeve shirt or jacket. Cowboy boots.  
English: A safety helmet, Hunt coat, breeches or jodhpurs, high English boots or paddock boots.  
Equipment: Western: Halter and lead rope (leather preferred)  
English: Halter and lead rope (leather preferred) or bridle. | Attire: Western or English: Gloves, accessories such as scarves, ties.  
Attire: Ball caps, tank tops, T-shirts, jersey-type shirts. | Equipment: Crops, bats or whips. Protective boots, bandages or leg wraps.  
Equipment: Crops, bats or whips. Protective boots, bandages or leg wraps. |
| Western Pleasure/ Western Riding / Trail   | Attire: A western (cowboy) hat or protective headgear. Long pants. Long sleeve shirt or jacket. Cowboy boots.  
Equipment: Western saddle.  
Western style, curb bit with split reins or a romal with a ½ inch or wider leather or flat chain chinstrap for any age horse. Or for horses five years of age and younger, a bosal hackamore with split rein or single rein Mecate Or a ring snaffle with split reins. | Attire: Gloves, accessories such as scarves, ties. Chaps, Spurs  
Attire: Ball caps, tank tops, T-shirts, jersey-type shirts.  
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Attire: Ball caps, tank tops, T-shirts, jersey-type shirts. | Equipment: Protective boots, bandages or leg wraps. Wire chinstraps, chin strap narrower than ½ inch, martingales, draw reins, nosebands and tiedowns. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength.  
Equipment: Protective boots, bandages or leg wraps. Wire chinstraps, chin strap narrower than ½ inch, martingales, draw reins, nosebands and tiedowns. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength.  
Equipment: Protective boots, bandages or leg wraps. Wire chinstraps, chin strap narrower than ½ inch, martingales, draw reins, nosebands and tiedowns. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength. |
| Western Horsemanship/ Reining              | Attire: A western (cowboy) hat or protective headgear. Long pants. Long sleeve shirt or jacket. Cowboy boots.  
Equipment: Western saddle.  
Western style, curb bit with split reins or a romal with a ½ inch or wider leather or flat chain chinstrap for any age horse. Or for horses five years of age and younger, a bosal hackamore with split rein or single rein Mecate Or a ring snaffle with split reins. | Attire: Gloves, accessories such as scarves, ties. Chaps, Spurs  
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Attire: Ball caps, tank tops, T-shirts, jersey-type shirts. | Equipment: Protective boots, bandages or leg wraps. Wire chinstraps, chin strap narrower than ½ inch, martingales, draw reins, nosebands and tiedowns. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength.  
Equipment: Protective boots, bandages or leg wraps. Wire chinstraps, chin strap narrower than ½ inch, martingales, draw reins, nosebands and tiedowns. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength.  
Equipment: Protective boots, bandages or leg wraps. Wire chinstraps, chin strap narrower than ½ inch, martingales, draw reins, nosebands and tiedowns. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength. |
Equipment: Forward seat (hunt) saddle.  
English snaffle (no shank), kimberwick, Pelham or full bridle. Cavesson noseband and plain leather brow band bridle. | Attire: Gloves, unwrowelled type spurs, crops or bats.  
Attire: Draw reins, rowelled spurs, standing or running martingales, Figure 8 or flash cavessons, protective boots, leg wraps and bandages. Exception: protective boots, leg wraps and bandages allowed at discretion of judge for use outdoors during inclement weather in hunter hack. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength.  
Attire: Draw reins, rowelled spurs, standing or running martingales, Figure 8 or flash cavessons, protective boots, leg wraps and bandages. Exception: protective boots, leg wraps and bandages allowed at discretion of judge for use outdoors during inclement weather in hunter hack. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength.  
Attire: Draw reins, rowelled spurs, standing or running martingales, Figure 8 or flash cavessons, protective boots, leg wraps and bandages. Exception: protective boots, leg wraps and bandages allowed at discretion of judge for use outdoors during inclement weather in hunter hack. No exhibitor may be tied, buckled or fastened in or on any part of the saddle; includes but not limited to string, rope, Velcro, rubber bands of any size or strength. | Equipment: English breast plate, braiding of mane or tail in hunt style, rubber reins and unwrowelled slip on spurs  
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<table>
<thead>
<tr>
<th>Event Type</th>
<th>Attire:</th>
<th>Equipment:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hunter Seat Equitation</td>
<td>Hunt coat, breeches or jodphurs, High English boots or paddock boots, safety helmets.</td>
<td>Forward seat (hunt) saddle. English snaffle (no shank), kimberwick, Pelham or full bridle. Cavesson noseband and plain leather brow band bridle.</td>
</tr>
<tr>
<td>Barrels, Pole Bending, Figure 8 Stake Race</td>
<td>A western (cowboy) hat or protective headgear. Long pants. Long sleeve shirt or jacket. Cowboy boots.</td>
<td>Western saddle. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.</td>
</tr>
<tr>
<td>Roping</td>
<td>A western (cowboy) hat or protective headgear. Long pants. Long sleeve shirt or jacket. Cowboy boots.</td>
<td>Western saddle. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.</td>
</tr>
</tbody>
</table>
HALTER (CONFORMATION) CLASSES

Halter class is defined as a class where the horse is judged based upon its conformation. Conformation is defined as physical appearance resulting from the arrangement of muscle, bone and other body tissues. Rating conformation depends upon objective evaluation of a well-mannered horse with appropriate breed and sex characteristics, balance, structural correctness, refinement, degree of muscling and movement. Balance is the single most important characteristic among all breeds. Balance relates how well the size and shape of the various body parts blend together, and is influenced almost in entirety by skeletal structure. Skeletal structure refers to the proper shape and alignment of bones so movement and the potential for performance is increased. Breed characteristics allow for different emphasis of the remaining traits, as some breeds are naturally more muscled than others. Refinement mainly refers to the shape, trimness, and attachment of the head and neck. Muscling refers to both the quantity and appearance of muscle. Conformation is one of the largest influences to performance; as such halter class standards should stress the relationship of conformational attributes that enhance athletic performance.

1. The suggested class routine is as follows: Horses should walk to the judge one at a time. As the horse approaches, the judge will step to the right to enable the horse to trot straight past. At a marker, the horse should continue to trot, turn to the left and line up for individual inspection at the direction of a ring steward. The judge should inspect each horse from both sides, front and rear.

2. All horses showing in conformation should be individually inspected for conformational standards and evaluated for quality of movement. Lameness and unsoundness shall be cause for disqualification. Movement quality should be accessed at a walk and trot, and it is desirable to observe movement from the side as well as from the front and rear.

3. The procedures, tack and attire outlined for the showmanship at halter class should serve as guide for fitting and showing a horse in the halter class. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion is unsafe, tends to give unfair advantage or is deemed inhumane. This authority includes the discretion to remove or alter the position of any lip chains. Use of lip chains is discouraged, and may result in lowering of placing or disqualification at the discretion of the judge. The decision of the judge to allow, fault or disqualify on this matter is final, assuming the horse isn't exhibiting disruptive behavior as described in 5 below.

4. A well-mannered horse is a horse that (1) is under control by the exhibitor while tracking and standing for inspection and (2) is reasonably still and flat-footed while standing for inspection. The judge or designated show official has the authority to excuse from competition any horse deemed unsafe and/or out of control.

5. Judges may dismiss horses from the class that exhibit disruptive behavior including, but not limited to, rearing, striking, biting, backing or falling into others. Judges should disqualify and excuse from the ring prior to final placing a horse that: a. exhibits disruptive behavior such that it or other horses are unable to be inspected by the judge, b. exhibits disruptive behavior such that the safety of it, the handler, an exhibitor, a judge or another horse is endangered, c. is not under control of the exhibitor, d. becomes detached from the exhibitor (unless the result of another horse's behavior), e. has fallen and is on its side with all four feet extended in the same direction. Rather than disqualify, a judge may choose to fault a horse that is exhibiting disruptive behavior so long as such disruptive behavior does not qualify as being behaviors described in a through e above. The decision of the judge on these matters is final.

6. A horse with observable blood on its body, including, but not limited to, the nose, chin, mouth, tongue, or gums, regardless of cause, and horses judged as lame (item 11, general rules) should be excused/disqualified from the class.

SHOWMANSHIP AT HALTER
(Western and English Combined)

Showmanship at halter class shall be judged strictly on the exhibitor's ability to fit and show a horse at halter. It is not a conformation class. The horse is merely a prop to demonstrate the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor, leading a well-groomed, well mannered, and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness, and precision. The showmanship class is not another halter class and should not be judged as such.

It is mandatory that the judge post any pattern(s) to be worked at least one hour prior to the commencement of the class. Pattern(s) should be designed to test the showman's ability to effectively present a horse to the judge. All ties will be broken at the judge's discretion.
1. Class Procedures.
   a. All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. The following maneuvers are considered acceptable: lead the horse at a walk, jog, trot or extended trot, or back in a straight or curved line, or a combination of straight and curved lines; stop; and turn 90 (1/4), 180 (1/2), 270 (3/4), 360 (full turn) degrees or any combination or multiple of these turns. Unless specified differently by the pattern or judge's instructions, turns of 90 degrees or less should be to the left, turns greater than 90 degrees to the right. Handlers should be on the left of the horse when leading and executing turns unless specified to be on the right by the pattern or judge's instructions. Handlers should not be positioned directly in front of the horse while performing any of the maneuvers.
   b. The judge must have exhibitors set the horse up for inspection sometime during the class.

2. Appearance of the Horse/Tack.
   a. The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well brushed, and in good condition. The mane, tail, forelock, and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or Western. The length of mane and tail may vary, as long as they are neat, clean and free of tangles. The mane should be even in length or may be roached, but the forelock and tuft over the withers must be left. The bridle path, eyebrows, and long hair on the head and legs may be clipped. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean, may be painted black with hoof dressings, or shown naturally.
   b. Tack should fit properly, be neat, clean and in good repair. Clean, adjusted and acceptable bridle or halter is allowed for showing with English attire. Clean, adjusted halter to fit the horse is allowed with Western attire. Crops, bats or whips prohibited. Protective boots, bandages or leg wraps are prohibited. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion is unsafe, tends to give unfair advantage or is deemed inhumane.

3. Appearance of the Exhibitor.
   a. Exhibitors may show in Western or English attire as appropriate for the respective disciplines. Clothes and person are to be neat and clean. (See attire statements in the ‘General Rules for All Classes’ section.)
   b. Exhibitors should be poised, confident, courteous, and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. The exhibitor should continue showing the horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural and upright manner, and avoid excessive, unnatural, or animated body positions.
   c. Unless specified differently by the pattern or judge’s instruction, the exhibitor must lead on the horse's left side holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand unless requested by the judge to show the horse's teeth. It is preferable that the exhibitor's hand not be on the snap or chain portion of the lead continuously. The excess lead should never be tightly coiled, rolled or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position. If specified to lead or turn while positioned on the right side, the handler's left hand should be repositioned near the halter with the tail of the lead in the right hand.
   d. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked.
   e. The position of the exhibitor when executing a turn to the right is the same as the leading position with the exhibitor on the left side, except that the exhibitor should turn and face toward the horse's head and have the horse move away from them to the right. The exhibitor should not be positioned directly in front of the horse while turning.
   f. When executing a back, unless specified to be on the right side by the pattern or judge's instructions, the exhibitor should turn from the leading position on the left of the horse so to face toward the rear of the horse with the right hand extended across the exhibitor's chest and walk forward beside the horse with the horse moving backward. The exhibitor should not be positioned directly in front of the horse while backing.
   g. When setting the horse up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle, and should never leave the head of the horse. It is recommended, but not mandatory that exhibitors use the "Quarter Method" when presenting the horse. The exhibitor should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's view of the horse and should allow the exhibitor to maintain awareness of the judge's position at all times. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around
the horse, the exhibitor should change sides in front of the horse with minimal steps and should assume the same position on the right side of the horse that they had on the left side.

h. Leading, backing, turning, and initiating the set up should be performed from the left side of the horse unless specified differently by the pattern or judge’s instructions. At no time should the exhibitor ever stand or lead directly in front of the horse. The exhibitor should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse during the set up. The exhibitor should not change hand location on the lead unless asked to show the horse’s teeth or specifically instructed to do so by the pattern or judge’s instructions.


a. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn, and set up willingly, briskly and readily with minimal visible or audible cueing. Faults and disqualifications are outlined below.

b. The horse’s path should position the horse directly to and away from the judge when moving in a straight line and track briskly and freely at the prescribed gait as instructed. The horse’s head and neck should be straight and aligned with its body.

c. The stop should be straight, prompt, smooth and responsive with the horse’s body remaining straight.

d. The horse should back up readily with the head, neck and body aligned with the path of movement.

e. When turning the horse to the left 90 degrees or less, the handler should be on the left and the horse should be turned to the left unless specified by the pattern or judge’s instruction to complete differently. On turns of greater than 90 degrees, the handler should be on the left and the horse should be turned to the right, unless specified by the pattern differently, with the horse pivoting on the right hind leg while stepping the left front leg across and in front of the right front leg. An exhibitor should not be penalized if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs an ideal pivot should receive more credit. The pattern may specify handlers turn when positioned on the right of the horse with direction of turn also identified.

f. The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops squarely.

5. General Faults.

a. Faults can be classified as minor, major, or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. A minor fault will result in a 1/2 to 4 (2% to 20%) point deduction from the exhibitor's score. A major fault will result in a deduction of 4 1/2 points or more (greater than 20%) from the exhibitor’s score. An exhibitor that incurs a severe fault may avoid being disqualified, but at a minimum should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can be come a severe fault when the degree and/or frequency if the infection(s) merits.

b. Faults of Exhibitor and Horse. Includes poorly groomed, conditioned or trimmed horse; dirty, ragged, or poorly or ill-fitted halter or lead; poor or improper position of exhibitor; excessively stiff, artificial, or unnatural movement around horse or when leading; continuous holding of the chain portion of the lead, except when preparing to show the horse's teeth.

c. Faults of the Performance. Includes drifting of horse while being led; horse stopping crooked or dropping a hip out when stopping, setting up, or standing; backing, leading, or turning, sluggishly or crooked; horse not set up squarely or excessive time required to set up; failure to maintain a pivot foot during turns or stepping behind right front leg with left front leg when turning to the right; horse holding head and/or neck crooked when leading, stopping, or backing; failure to perform maneuvers at designated markers, but horse is on pattern.

6. Severe Faults of the Exhibitor and Horse.

a. (Avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) Includes leading on the off or right side of the horse; complete failure to move around horse by exhibitor and obstructing judge’s view; exhibitor touching the horse or kicking or pointing their feet at the horse's feet during set up; standing directly in front of the horse; exhibitor wearing spurs or chaps.

b. Severe Faults that may result in disqualification. Incurred may result in disqualification (not placed) or at the discretion of the judge, may be placed below other exhibitors that do not incur a severe fault (This discretion is not protestable). Severe disobedience including rearing or pawing, horse kicking at other horses, exhibitors
or judge, or horse continuously circling the exhibitor. Severe faults include going off pattern, omission or addition of maneuvers, knocking over a cone and working on the wrong side of the cones.

7. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane. Use of lip chains is not allowed in showmanship at halter, and should result in disqualification.

8. A horse with observable blood on its body, including, but not limited to, the nose, chin, mouth, tongue, or gums, regardless of cause, and horses judged as lame (item 11, general rules) should be excused/disqualified from the class.

9. Disqualifications (should not be placed) include: Judges may dismiss horses from the class that exhibit disruptive behavior: including, but not limited to, rearing, striking, bitting, backing or falling into others. Judges should disqualify and excuse from the ring prior to final placing a horse that: a. exhibits disruptive behavior such that it or other horses are unable to be inspected by the judge, b. exhibits disruptive behavior such that the safety of it, the handler, an exhibitor, a judge or another horse is endangered, c. is not under control of the exhibitor, d. becomes detached from the exhibitor (unless the result of another horse’s behavior), e. has fallen and is on its side with all four feet extended in the same direction. Failure of exhibitor to wear correct number in a visible manner; willful abuse; excessive schooling or training or use of artificial aids is also grounds for disqualification.

8. Half the pattern score should be allocated to the overall appearance of the exhibitor and horse, and half should be allocated to the performance of the pattern. Final score shall be on a basis of 0-20 with ½ increments acceptable, with an approximate breakdown as follows:

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>Excellent performance. Completes pattern accurately, quickly, smoothly, and precisely, and demonstrates a high level of professionalism. Horse is fit and groomed well. Exhibitor is neat, clean, and appropriately dressed.</td>
</tr>
<tr>
<td>18-19</td>
<td>Generally excellent performance with one minor fault in the execution of the pattern or in the appearance of exhibitor or horse. Overall execution of the pattern is excellent and exhibitor is highly professional.</td>
</tr>
<tr>
<td>16-17</td>
<td>Good pattern execution with one or two minor faults in performance or appearance of exhibitor and horse. Exhibitor is reasonably professional in presentation of horse.</td>
</tr>
<tr>
<td>14-15</td>
<td>Average pattern that lacks quickness and precision, or commits two or more minor faults in performance or appearance of exhibitor and horse. Horse is not presented to its best advantage.</td>
</tr>
<tr>
<td>12-13</td>
<td>One major fault or several minor faults in the performance and/or appearance that prevents an effective presentation of the horse.</td>
</tr>
<tr>
<td>10-11</td>
<td>Two major faults or many minor faults in the performance and/or appearance of exhibitor and horse.</td>
</tr>
<tr>
<td>6-9</td>
<td>Several major faults or one severe fault in the performance and/or appearance of exhibitor and horse. Exhibitor demonstrates complete lack of professionalism in showing the horse or commits a severe fault.</td>
</tr>
<tr>
<td>1-5</td>
<td>Exhibitor commits one or more severe faults, but does complete the class and avoids disqualification.</td>
</tr>
</tbody>
</table>

9. Alternative final scoring system may be used at the judge’s discretion with a basis of 0 to 100% in 1% increments, with an approximate breakdown as follows:

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>96% to 100%</td>
<td>Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely, and smoothly.</td>
</tr>
<tr>
<td>86% to 95%</td>
<td>Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of the pattern (performance).</td>
</tr>
<tr>
<td>76% to 85%</td>
<td>Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.</td>
</tr>
<tr>
<td>66% to 75%</td>
<td>Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective horsemanship, or commits two or three minor faults in the performance, or appearance and position of exhibitor.</td>
</tr>
<tr>
<td>56% to 65%</td>
<td>One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horse.</td>
</tr>
<tr>
<td>46% to 55%</td>
<td>Two major faults or many minor faults in the performance of appearance and position of exhibitor.</td>
</tr>
</tbody>
</table>
Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance, or appearance and position of exhibitor.

Exhibitor commits one or more severe faults in the performance, or appearance and position of exhibitor, but does complete the class and avoids disqualification.

WESTERN JUDGED DIVISION CLASSES

General Rules

1. In all western classes, horses will be shown in a western saddle. A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle and large skirts. Silver equipment will not count over a clean, working outfit in good repair. Horses five years old and younger may be shown in a snaffle bit, hackamore, or western style curb bit. Horses six years old and older may only be shown in a western-style, curb bit.

2. Western-style, curb bit means the bit has shanks, a solid or broken mouthpiece, and acts with leverage. Curb bits must be free of mechanical device and should be considered a standard western bit. Chain or leather chin straps are required when using curb bits, but must meet the approval of the judge, be at least one-half inch in width and lie flat against the jaw of the horse.
   a. Curb bits shanks may be fixed or loose; however, slip or gag bits are not acceptable. Maximum allowable shanks length of 8 1/2" from the inside of the top of the headstall ring on the upper shank to the bottom of the rein ring on the lower shank.
   b. Curb bits may have a solid or broken mouthpiece. Mouthpiece bars should be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" in diameter, measured 1" from the cheek. They may be inlaid, but must be smooth or latex wrapped. Broken mouthpieces may be two or three pieces. A three-piece, connecting ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" (measured top to bottom with a maximum length of 2"), which lies flat in the horse’s mouth is acceptable. The port of curb bit mouthpieces must be no higher than 3 1/2" maximum, rollers and covers are acceptable. Slip or gag bits (mouthpiece constructed so it moves up and down the shank when rein pressure is applied), and donut and flat polo mouthpieces are not acceptable. Nothing may protrude below the mouthpiece, such as extensions or prongs, including upward prongs on solid mouthpieces.

3. When using curb bits, only one hand may be used on the reins and the hand must not be changed (except in order to negotiate obstacles in Trail). The hand is to be around the reins; index finger only between split reins is permitted. Violation of this rule is a disqualification.

4. Split reins are mandatory for curb bits in western judged classes unless using a romal. A romal may be used with a western style curb, but the romal shall not be used forward of the cinch or to signal or cue the horse in any way. The judge shall severely penalize violation of this rule.
a. A romal is an extension of braided material attached to closed reins. The extension shall be carried in the free hand with a 16-inch space between the reining hand and the free hand holding the romal. When using the romal, the rider’s hand shall be around the reins, the thumb on top and the fingers closed lightly around the reins with no fingers between the reins.
b. The free hand can be used to adjust the length of rein on a romal in all classes with the exception of the reining class (See reining rules for clarification). In the reining class, using the hand holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands and a score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped during a pattern.

5. The hackamore (bosal) is permitted in western judged classes for horses five years of age and younger. Hackamore means that a horse will be ridden only with a rawhide braided, leather or rope bosal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or taped. Horse hair bosals are prohibited. Mechanical hackamores are prohibited in western judged classes. Horses are to be shown in standard, plain, or silver headstalls. Standard, leather or woven, split reins are mandatory with bits. Split reins or single rein Mecates are permitted with hackamores: Two-hands are to be used on the reins when using a hackamore. When using split reins, the tails of the reins should be crossed on opposite sides of the neck.

6. Horses five years of age or younger may be shown with a ring snaffle in all western division classes in accordance with the following rules:
a. Snaffle means the conventional O-ring, egg-butt or D-ring with a ring no larger than 4”. The mouthpiece should be round, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16” in diameter, measured one inch in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4” or less in diameter, or a connecting flat bar of 3/8” to 3/4” (measured top to bottom, with a minimum length of 2”) that lies flat in the horse’s mouth is acceptable.
b. The rings must be free of rein, curb of headstall attachments, which would provide leverage. Optional curb strap attached below the reins on a snaffle bit is acceptable.
c. Horses are to be shown in standard, plain, or silver headstalls. Standard, leather or woven, split reins are mandatory with snaffle bits. Split reins are to be used with snaffles, two hands on the reins, the tails of the reins crossed on opposite sides of the neck. Closed reins may not be used with a snaffle bit, except in reining, where a mecate is permitted.

7. Optional equipment for western judged classes includes:
a. Rope (coiled and attached to saddle).
b. Hobbles attached to saddle.
c. Tapaderos.
d. Protective boots, bandages or leg wraps, (except in Western Pleasure, Showmanship, Halter, Trail and Western Riding, where they are not allowed).
e. Spurs in riding classes (not to be used forward of the cinch).
f. Chaps in riding classes.

8. Prohibited equipment includes:
a. Wire chinstraps, regardless of how padded or covered.
b. Any chin strap narrower than one-half inch.
c. Martingales, draw reins, nosebands and tie-downs.
d. Protective boots, bandages or leg wraps in Western Pleasure, Showmanship, Halter, Trail and Western Riding.
e. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class.

9. Attire: It is the objective of the 4-H program for exhibitors to be dressed cleanly and neatly. Protective headgear is strongly encouraged and may be worn in any class without judging discrimination. Alterations in acceptable attire for
special needs youth should be requested by the exhibitor at time of entry, and should be accompanied by a statement from a medical doctor indicated need for use for such activities. Show management should inform the judge and exhibitor as to conditions of use for any such requested alterations.

a. A western (cowboy) hat or protective headgear (ASTM/SEI approved safety helmets are strongly recommended), which must be on exhibitor's head when exhibitor enters arena. Exception: Show management may make use of a hat optional in speed events. If hat use is declared as optional in speed events, a five second penalty will be assessed if the hat or helmet is not on the exhibitor's person during the time the exhibitor is in the arena. Public announcement of this policy should be made prior to start of speed events.

b. Exhibitor number visibly worn by exhibitor or on the saddle pad.

c. A shirt with long sleeves, a collar (band, standup, tuxedo, etc.), and shirt tail to be tucked in pants in all classes. Variations such as short sleeves are permitted if covered with a long sleeve jacket.

d. Long pants.

e. Cowboy boot.

f. Spurs or chaps are optional. Exception: Not allowed in halter or showmanship classes.

h. Gloves are optional in all classes.

i. Ball caps, tanks tops, T-shirts or jersey-type shirts are not to be worn.

j. See individual division and class rules for exceptions where class specifications indicate otherwise.

k. Any change from the stated requirements (a-j above) must be agreed upon by the judges and show superintendent, and announced to contestants prior to start of the class. It is the contestant's responsibility to bring questionable attire to the attention of show management prior to wearing it in any competition, as judge or official may penalize or disqualify contestants who do not conform.

WESTERN PLEASURE
1. Refer to Western Judged Division General Rules for acceptable tack, attire and equipment.

2. Horses are shown at a walk, jog and lope on a reasonable loose rein without undue restraint. Horses ridden with two hands are to be ridden with light contact. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. Horses may be required to reverse at the walk or trot and may be required to go from any gait to any other gait at the discretion of the judge. Horses may be asked to extend the walk or to moderately extend the jog.

3. All or only horses in finals may be asked to back.

4. Horses are to be reversed to the inside of the arena.

5. An extended jog may be asked for at the option of the judge. An extended jog is a definite two-beat lengthening of stride and covering of more ground. Riders should sit the extended jog. Cadence and balanced stride with smoothness is more important than speed.

6. For safety of the contestants, a reverse at the lope or extended lope shall not be called.

7. Large numbers in this class will necessitate elimination heats to accommodate all horses. The suggested maximum number is 25 horses in each heat.

8. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.

9. At no time shall the fault out system be used that results in a contestant being eliminated individually. Instead, a more positive approach should be used with winners being announced and remainder of the class being dismissed from the arena as a group.

10. Faults to be penalized include wrong leads, excessive speed, breaking gait, excessive slowness, slow transitions, touching the horse or saddle with the free hand, head carriage too high or too low, nosing out, over flexing, opening the mouth, stumbling, short, choppy strides, tight reins, or excessively long reins.

11. Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control. Fall of horse and/or rider falling off horse results in disqualification. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.
1. General Rules
   a. Refer to Western Judged Division General Rules for acceptable tack, attire and equipment.
   b. The western horsemanship class is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position. The ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues. The horse's head and neck should be carried in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. His head should be level, with the nose slightly in front of the vertical, having a bright expression with his ears alert. He should be responsive yet smooth in transitions. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride.

2. Class Procedures.
   a. All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The whole class, or just the finalists must work at all three gaits at least one direction of the arena.
   b. The following maneuvers are acceptable in a pattern: walk, jog, trot, extended trot, lope, or extended lope in a straight line, curved line, serpentine, circle, or figure 8, or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two track, or leg yield; flying or simple change of lead; counter canter; or any other maneuver; or ride without stirrups. A back should be asked for at sometime during the class. Judges should not ask exhibitors to mount or dismount.

3. Overall Appearance of Exhibitor and Horse: The exhibitor's overall poise, confidence, appearance, and position throughout the class as well as the physical appearance of the horse will be evaluated.
   a. Appropriate western attire must be worn, see the attire section in general rules for Western Judged classes. Clothes and person are to be neat and clean.
   b. The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the rail work and pattern the exhibitor should have strong, secure, and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits. The rider should sit in the center of the saddle and the horse's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The rider's back should be flat, relaxed, and supple. An overly stiff and/or overly arched lower back will be penalized. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and horse from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the
ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalized. Those exhibitors that can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

c. The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the horse's head or shoulder will be penalized.

d. The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

e. The horse's body condition and overall health and fitness should be assessed. The horse should appear fit and carry weight appropriate for the body size. A horse which appears sullen, dull, lethargic, emaciated, drawn, or overly tired should be penalized according to severity.

f. Tack should fit the horse properly, and be neat, clean, and in good repair (see pages 13-15).

4. Performance of the Pattern

a. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of promptness. Increasing speed of the maneuvers performed increases the degree of difficulty, however accuracy and precision should not be sacrificed for speed. Exhibitors that perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection, or cadence will be penalized.

b. The horse should perform all maneuvers in the pattern willingly, briskly, and readily with minimal visible or audible cueing. Faults, severe faults and reasons for disqualifications are provided below (Section G).

c. The horse should track straight, freely, and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The horse's head and neck should be straight and in line with their body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round, and performed at the appropriate speed, size, and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern.

d. The stop should be straight, square, prompt, smooth, and responsive with the horse maintaining a straight body position throughout the maneuver. The back should be smooth and responsive.

5. Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.

e. The horse should step across the front and hind legs when performing the side pass, leg yield, and two-track. The side pass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg yield, the horse should move forward and lateral in a diagonal direction with the horse's body arched opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.

f. A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

g. Position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.

5. Faults.

a. Faults can be classified as minor, major, or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. A minor fault will result in a 1/2 to 4 (2% to
20%) point deduction from the exhibitor's score. A major fault will result in a deduction of 4 1/2 points or more (greater than 20%) from the exhibitor's score. An exhibitor that incurs a severe fault may avoid being disqualified, but at a minimum should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency if the infraction(s) merits.

b. Faults in the overall appearance of exhibitor and horse include:
- Loose, sloppy, dirty, or poor fitting clothing or hat; or loss of hat.
- Poorly groomed, conditioned or trimmed horse; or poorly or ill fitted equipment.
- Excessive staring at judge, head held crooked, or severe turning of the head.
- Stiff, artificial or unnatural body, leg, arm, and/or head position.
- Reins too long or short, or uneven.
- Loose leg with open knee, or toes pointed down.
- Shoulders held crooked or arms held in a straight unbent position.
- Exhibitor looking down to check leads or falling forward when stopping.
- Poor position of exhibitor in saddle, legs too forward or back.

c. Faults of the performance include:
- Wrong lead or break of gait for a few strides.
- Oblong or flat-sided circles, or horse dropping shoulder (counter arc) when circling.
- Stopping rough, crooked, or dropping a hip out when stopping.
- Backing sluggishly or crooked.
- Failure to maintain a pivot foot or stepping behind with the front legs when turning, or failure to complete entire 90, 180, 270, or 360 degree turn.
- Horse holding the head and/or neck excessively crooked when moving in a straight line or when stopping or backing.
- Showing resistance when cued or reined.
- Hesitation during any maneuver unless specified.
- Failure of horse to stand still in pattern.
- Imprecise pattern work or rough transitions.
- Failure to exhibit change of speed when requested.
- Head carried too high
- Head carried too low (tip of the ear below the withers)
- Over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently
- Excessive nosing out

d. Severe faults include: (avoids disqualification, but should be placed below other exhibitors that do not incur a severe fault)
- Touching horse.
- Cueing with the end of the romal.
- Spurring in front of the shoulder.
- Grabbing the saddle horn or any other part of the saddle
- Kicking at other horses, exhibitors, or judge.
- Severe disobedience or resistance by horse including, but not limited to rearing bucking, or pawing.
e. Severe faults which may cause disqualification include: (At the judge’s discretion, exhibitor may be disqualified (no placing), or placed exhibitors below all exhibitors that do not incur a severe fault. Judge’s discretion on this is not protestable.)
- Omission or addition of maneuvers.
- Turning the wrong way.
- Knocking over a cone or working on the wrong side of the cones.

f. Disqualifications include: (should not be placed)
- Failure by exhibitor to wear correct number in visible manner.
- Willful abuse, inhumane treatment.
- Excessive schooling or training.
- Fall by horse or rider.
- Illegal use of hands on reins.
- Use of prohibited equipment.
- Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control.
- An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.

6. Half the pattern score should be allocated to the overall appearance of the exhibitor and horse, and half should be allocated to the performance of the pattern. Final score shall be on a basis of 0-20 with ½ increments acceptable, with an approximate breakdown as follows:

20 Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely, and smoothly.
18-19 Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of the pattern (performance).
16-17 Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
14-15 Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective horsemanship, or commits two or three minor faults in the performance, or appearance and position of exhibitor.
12-13 One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horse.
10-11 Two major faults or many minor faults in the performance of appearance and position of exhibitor.
6-9 Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance, or appearance and position of exhibitor.
1-5 Exhibitor commits one or more severe faults in the performance, or appearance and position of exhibitor, but does complete the class and avoids disqualification.

7. Alternative final scoring system may be used at the judge’s discretion with a basis of 0 to 100% with ½% increments, with an approximate breakdown as follows:

96% to 100% Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely, and smoothly.
86% to 95% Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of the pattern (performance).
76% to 85% Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
66% to 75% Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective horsemanship, or commits two or three minor faults in the performance, or appearance and position of exhibitor.
56% to 65% One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horse.

46% to 55% Two major faults or many minor faults in the performance and appearance and position of exhibitor.

26% to 45% Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance, or appearance and position of exhibitor.

1-25% Exhibitor commits one or more severe faults in the performance, or appearance and position of exhibitor, but does complete the class and avoids disqualification.

WESTERN RIDING

1. Refer to Western Judged Division General Rules for acceptable tack, attire and equipment. Unless riding a five year old or younger in a snaffle or hackamore, only one hand may be used on reins and hands must not be changed.

2. Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving.

3. Western Riding class requires horses to demonstrate the ability to complete FLYING (no break of gait) lead changes at specified places of a pattern. COMPLETING FOUR OR MORE SIMPLE LEAD CHANGES AND/OR FAILURE TO CHANGE LEADS FOUR OR MORE TIMES IS A DISQUALIFICATION. A SIMPLE LEAD CHANGE OCCURS WHEN THE HORSE BREAKS GAIT FROM A LOPE TO EITHER A TROT, WALK OR STOP FOR ANY AMOUNT OF TIME OR STRIDES. A LEAD CHANGE INVOLVES CHANGE OF BOTH HIND AND FRONT LEGS; OTHERWISE (CROSS CANTERING) IT IS CONSIDERED NOT CHANGING LEADS.

4. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e. starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily, and simultaneously both rear and front at the center point between markers. In order to have balance, with quality lead changes, the horse's head and neck should be in a relaxed, natural position, with his poll level with or slightly above the level of the withers. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nased out, giving a resistant appearance. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexation at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should negotiate the pattern in an easy fashion, neither diving into nor rushing through the markers. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

5. Scoring will be based such that every horse starts with a score of 70. Lowest possible score is based on penalty points listed below, and may be below 60. Scoring guidelines to be considered: Points will be added or subtracted from the maneuvers on the following basis, ranging from plus (+) 1.5 points to minus (-) 1.5 points; +1.5 excellent; +1 very good; +1/2 good; 0 average; -1/2 poor; -1 very poor; and -1.5 extremely poor. Maneuver scores to be determined independently of penalty points.

6. A contestant shall be penalized each time the following occur:
   a. Five (5) points: Out of lead beyond the next designated change area (Note: Failures to change, including cross-cantering, at two consecutive change areas would result in 10 penalty points), kicking out and blatant disobedience. Holding on to the saddle with either hand.
   b. Three (3) points for not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area, break of gait at the lope, simple change of leads, out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area, additional lead changes anywhere in pattern, in Patterns I and III, failure to start the lope within 30 feet after crossing the log at the jog, and break of gait at walk or jog for more than two strides.
   c. One (1) point for break of gait at walk or jog up to two strides, hitting or rolling log, out of lead for more than one stride either side of the center point and between the marker, and splitting the log (log between the two front or two hind feet) at the lope.
   d. One-half (1/2) point for tick or light touch of log, hind legs skipping or coming together during lead change, and non-simultaneous lead change (front to rear or rear to front).
   e. Disqualified (0) score for fall to ground by horse or rider, illegal equipment, willful abuse, off course, knocking over markers, overtum of more than ¼ turn, completely missing log, major refusal—stop and back 2 strides or 4 steps with front legs, major disobedience or schooling, fall of horse or rider, failure to start lope prior to end cone.
in Patterns I and III and four or more simple lead changes or failures to change lead, failure to start lope within 30 feet of designated area in patterns 2, 3, 4, and 5. Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.

7. Credits are given for simultaneous changes of leads (hind and front), changes near the center point of lead change area, accurate and smooth pattern, even pace throughout, easy to guide and control with rein and leg, manners and disposition, and conformation and fitness.

8. The following characteristics are considered faults and should be judged accordingly in maneuver scores: Opening mouth excessively, anticipating signals or early lead changes, stumbling, head carried too low (tip of the ear below withers consistently), over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently, head carriage too high and excessive nosing out.

9. One of the five patterns is prescribed. The judge is responsible for correctness of the pattern.
   a. The small circles represent pylon markers. These should be separated by a uniform distance of not less than thirty, or more than fifty feet on the side with five markers (see diagrams).
   b. A solid log or pole should be used and be a minimum of eight feet in length.
   c. The long and sometimes twisting line indicates the direction to travel and the gaits at which the horse is to move. The shaded area indicates the lead changing distance between the markers. The changing point is equal to 1/2 stride length before or after the center point between markers. The dotted line (....) indicates the walk, the dash line (----) the jog, and the solid line (____) the lope.
Western Riding Pattern 1

1.) Walk at least 15’ and jog over log, 2.) Transition to lope, left lead, and lope around end, 3.) First line change, 4.) Second line change, 5.) Third line change, 6.) Fourth line change and lope around the end of arena, 7.) First crossing change, 8.) Second crossing change, 9.) Lope over log, 10.) Third crossing change, 11.) Fourth crossing change, 12.) Lope up the center, stop and back.
AQHA Western Riding
Pattern II

1.) Walk, transition to jog, jog over log, 2.) Transition to lope, left lead 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.) Lope, stop and back.
Western Riding Pattern III

1.) Walk halfway between first two markers, transition to jog, jog over log, 2.) Transition to lope, left lead, 3.) First crossing change, 4.) Lope over log, 5.) Second crossing change, 6.) First line change, 7.) Second line change, 8.) Third line change, 9.) Fourth line change, 10.) Third crossing change, 11.) Fourth crossing change, 12.) Lope up the center, stop and back.
Western Riding Pattern IV

1.) Walk, transition to jog, jog over log, 2.) Transition to lope, right lead 3.) First line change, 4.) Second Line Change, 5.) Third line change, 6.) Fourth line change, 7.) First crossing change, 8.) Second crossing change, 9.) Third crossing change, 10.) Lope over log, 11.) Lope, stop and back.
Western Riding Pattern V
Recommended for Small Arenas

TRAIL

1. General Rules
   a. Refer to Western Judged Division General Rules for acceptable tack, attire and equipment. Unless riding a five year old or younger in a snaffle or hackamore, only one hand may be used on reins and hands must not be changed. Except for horses shown with a hackamore or snaffle, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. While horse is in motion, rider's hands shall be clear of horse and saddle.
   b. This class will be judged on the performance of the horse over the obstacles with emphasis on manners, response to the rider, and quality of movement. Credit will be given to those horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and capability of picking their own way through the course when obstacles warrant it, and willingly responding to rider's cues on more difficult obstacles.
   c. Horse shall be penalized for any unnecessary delay while approaching or working an obstacle. Horses with artificial appearance over obstacles should be penalized.
   d. Horses must not be required to work on the rail. The course should be designed to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as part of its work, and quality of movement and cadence should be considered as part of the maneuver score. Enough space must be provided for a horse to jog (at least 30 feet) and lope (at least 50 feet) for judges to evaluate these gaits. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
   e. At least six obstacles will be used; at least three of which will be mandatory and three others selected from the approved list. The gait between obstacles shall be at the discretion of the judge. No flying lead changes are allowed.
   f. The course to be used must be posted or distributed to exhibitors at least one hour before scheduled time of the class.
   g. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. Courses for younger age group (9-11) should be less difficult than courses for older youth. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse, should be the measuring point.
   h. If disrupted, the course shall be reset after each horse has worked. In the case that a combination of obstacles is used, the course cannot be reset until the contestant finishes the entire course regardless of where any disruption occurs.
   i. If undue delay occurs after the horse enters or begins working an obstacle or safety of rider is of concern, the judge may motion rider to next obstacle (Rider to receive all incurred penalties, allowed to work other obstacles, and will receive score for pattern).

2. Mandatory obstacles are:
   a. Opening, passing through and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it. Gate work can be specified as to which hand and side of horse is on the gate, and if gate is to be pulled toward the horse upon opening or the gate is pushed so that the gate is worked as the rider moves through the gate opening. A left hand pull instruction would mean the rider's left hand is on the gate, the right hand on the reins, and the horse is positioned so the gate is on the left side of the horse, and the rider is to pull the gate toward the direction of the horse to open it.
   b. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. The space for walk-overs shall be 20-24 inches; trot-overs 3' to 3'6", and lope-overs 6' to 7'. Walkovers may be elevated to 12 inches and should be a minimum of 22 inches apart. Trot-overs and lope-overs can be elevated a maximum of 8 inches. All elevated obstacles must be placed in a cup, notched block or otherwise secured so they cannot roll. Measure the height from the ground to the top of the element.
c. Backing obstacle. The backing obstacle is to be spaced a minimum of 28 inches; if elevated, 30 inches minimum space. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
   i. Back through and around at least three markers.
   ii. Back through L, V, U, straight or similar shaped course. May be elevated no more than 24 inches.

3. Optional obstacles, but not limited to:
   a. Ride over wooden bridge. (Suggested minimum width shall be 36 inches wide and at least six feet long.) Bridge should be safe, sturdy and negotiated at a walk.
   b. Water hazard (ditch or small pond). No metal or slick bottom boxes will be used.
   c. Serpentine obstacles at walk or jog or trot. Spacing is to be a minimum of 6 feet for the jog or trot.
   d. Carry object from part of arena to another. (Only objects which reasonably might be carried on a trail ride may used.)
   e. Put on and remove slicker.
   f. Remove and replace materials from mailbox.
   g. Side pass (may be elevated to 12 inches maximum).
   h. An obstacle consisting of four logs or rails, each 5 to 7 feet long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn as indicated and depart.
   i. Log drag (15 – 19 age group only) Horse must be willing to drag a log for a short distance, either in a straight line or around a set pattern. Rope should be dallied around the saddle horn and not tied hard and fast.
   j. Crossing obstacle – While mounted the horse would walk over obstacle no more than 18” in height.
   k. Stationary steer (12 – 14 and 15 – 19 age groups only). Horse to stand quietly while the rider makes a swing(s) and throw (rope) at the stationary steer. Missing the steer will not be penalized.
   l. Use of any other safe and negotiable obstacle that could reasonably be expected to be encountered on a trail ride, providing the obstacle meets the judge’s approval.
   m. A combination of two or more of any obstacle is acceptable. Obstacles that should not be used include tires, animals, hides, PVC pipe, elevated obstacles above the height of maximum allowable heights for walk, trot or lope overs (jumps), rocking or moving bridges, water box with floating or moving parts, flames, dry ice, fire extinguisher, etc. logs or poles elevated in a manner that permits such to roll, dismounting or ground ties.
   n. The judge has the right and duty to alter the course in any manner or remove any obstacle he deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

4. Scoring
   1. A scoring will be on the basis of zero to infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2; -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points.

   The following penalty deductions should be assessed per occurrence as follows:

   **Faults, which occur on the line of travel between obstacles, scored according to severity:**
   - Head carried too low (tip of ear below the withers consistently), over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently, excessive nosing out, and opening mouth excessively between obstacles. Repeated or excessively touching the horse on the neck to lower the head between or during obstacles.

   **1/2 Point**
   - Each tick (light touch) of log, pole, cone, plant, or any component of the obstacle.
1 Point
- Each bite of or hit of or stepping on a log, pole, cone or any component of the obstacle.
- Incorrect or break of gait at walk or jog for two strides or less.
- Both front or both hind feet in a single-strided slot or space at a walk or jog.
- Skipping over or failing to step into a required space.
- Split pole in lope-over.
- Incorrect number of strides, if specified

3 Point
- Incorrect or break of gait at walk or jog for more than 2 strides.
- Out of lead or break of gait at lope (except when correcting an incorrect lead).
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
- Stepping outside the confines of or stepping off or out of an obstacle with designated boundaries with one foot that has entered an obstacle, including missing one element of an obstacle on a line of travel with one foot.

5 Point
- Letting go of gate, or dropping rope gate.
- Dropping slicker or object required to be carried on course.
- First or second cumulative refusal, balk, or attempting to evade an obstacle by shying or backing more than 2 strides away.
- Holding saddle with either hand.
- Blatant disobedience (including kicking out, bucking, rearing, striking, balkng, freezing up).
- Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered the obstacle; includes missing one element of an obstacle on a line of travel with more than one foot.
- Use of either hand to instill fear or praise.

10 point
- For a particular obstacle, the third cumulative refusal, balk, or evading an obstacle by shying or backing, (This 10 point penalty is in addition to the two -5 penalties received for the first and second cumulative refusal.) Judge is allowed to motion rider on after third refusal on an obstacle. Judge’s decision to motion a rider on is at judge’s discretion and not subject to protest.
- Entering or exiting obstacle from the incorrect side or direction.
- Working an obstacle in an incorrect direction including under or overturns of more than 1/4.
- Failure to follow correct line of travel between obstacles.
- Failure to ever demonstrate designated gait between/within an obstacle

DQ for Course (Non-placing score, disqualification):
- No attempt to perform an obstacle.
- Performing the obstacles other than in specified order.
- Riding outside designated boundary marker of the course, such as leaving the arena or area that the trail pattern is set up.
- Use of more than one finger between reins(index finger only between reins), use of two hands with exceptions listed in western equipment section with snaffles and hackamores, changing of hands on reins unless changing hands to work an obstacle, incorrect use of romal (see western equipment section).
- Equipment failure that delays completion of pattern.
- Fall of horse or rider.
- Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.

REINING

1. General Rules
   a. Refer to Western Division General Rules for acceptable tack, attire and equipment. Unless riding a five year old or younger in a snaffle or hackamore, only one hand may be used on reins and hands must not be changed.
   b. Each contestant will perform the required pattern individually and separately.
   c. To rein a horse is not only to guide him but also to control his every movement. The best-reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority of performing the various maneuvers while using controlled speed.

2. Scoring
   a. The scoring will be on a basis of zero to infinity, with 70 denoting an average performance. The individual maneuvers are scored in ½ point increments from a low of -1 ½ to a high of +1 ½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
   b. Any ties for first should be worked off (unless the tied exhibitors unanimously agree to flip of coin instead), using the same pattern and order of go as was used during the event; however, there will not be more than one run off. If a tie occurs after the run-off, the entrants will be named co-champions; and must determine the winner of the awards by a flip of a coin.
   c. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
   d. The following will result in no score (not placed, disqualified):
      - Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
      - Use of illegal equipment, including wire on bits, bosals or curb chains.
      - Use of illegal bits, bosals or curb chains.
      - Closed reins are not allowed except as standard romal reins.
      - Use of tack collars, tie-downs or nosebands.
      - Use of whips or bats.
      - Use of any attachment that alters the movement of or circulation to the tail.
      - Failure to provide horse and equipment to the appropriate judge for inspection.
      - Disrespect or misconduct by the exhibitor.
   e. The following will result in a "penalty score 0" (A horse receiving a 'penalty score 0' at a district show is not eligible to enter that class at state):
      - Use of more than index or first finger between reins.
      - Use of two hands (exception in snaffle bit or hackamore classes designated for two hands) or changing hands.
      - Use of romal other than as explained in general western equipment rules.
      - Failure to complete pattern as written.
      - Performing the maneuvers other than in specified order.
      - The inclusion of maneuvers not specified, including, but not limited to:
         a) Backing more than 2 strides.
b) Turning more than 90 degrees.

c) On run in patterns, once beginning a canter a complete stop prior to reaching the first marker. (Exception: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of maneuver; rather a two point break of gait penalty will apply.

- Equipment failure that delays completion of pattern.
- Balkling or refusal of command where performance is delayed.
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- Jogging in excess of one-half circle or one-half the length of the arena.
- Over spins of more than 1/4 turn.
- Fall to the ground by horse or rider.

NOTE: A “no score” or a score of “0” is not eligible to place. A horse receiving a ‘no score’ or a ‘0’ at a district show is not eligible to enter that class at state.

f. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern; rider’s free hand may be used to hold romal in the normal fashion. During reining, the use of the free hand while holding a romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands and a score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped during a pattern.

g. The following will result in a penalty of 5 points:

a. Spurring in front of cinch.

b. Use of free hand to instill fear.

c. Blatant disobedience including kicking, biting, bucking, rearing and striking.

d. Holding on to the saddle with either hand.

h. The following will result in a 2 point penalty:

a. Break of gait.

b. Freezing up in spins or rollbacks.

c. On walk in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure.

d. On run in patterns, failure to be in a canter prior to reaching the first marker or break of gait prior to the first marker.

e. If a horse does not completely pass the specified marker before initiating a stop position.

i. Starting or performing circles or eights out of lead will be judged as follows: Each time a horse is out of lead, a judge is required to penalize by 1 point. The penalty for being out of lead is accumulative, and the judge will add 1 penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse 1/2 of a point for a delayed change of lead by one stride where the lead change is required by the pattern description.

j. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides. Jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena, deduct 2 points.

k. Deduct 1/2 point for over or under spinning up to 1/8 of a turn; deduct 1 point for over or under spinning up from 1/8 to 1/4 of a turn.

l. There will be a ½ point penalty for failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.

m. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for ½ the turn or less, one point, for more than ½ turn, two points.

n. Faults against the horse to be scored accordingly, but not to cause disqualification: opening mouth excessively when wearing bit; excessive jawing, opening mouth or head rising on stop; lack of smooth, straight stop on haunches-bouncing or sideways stop; refusing to change leads; anticipating signals, stumbling; backing sideways; knocking over markers.
o. Faults against the rider to be scored accordingly, but not to cause disqualification: losing stirrup; failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.

4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.

5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet from walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least 20 feet from the wall or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.

3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least 20 feet from the wall or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet. Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; and the third circle small and slow. Stop at the center of the arena.

2. Complete four spins to the right. Hesitate.

3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

4. Complete four spins to the left. Hesitate.

5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8).

6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.

7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.

8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the left. Hesitate.

3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

4. Complete four spins to the right. Hesitate.

5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)

6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.

7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.

8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.

2. Complete four spins to the left. Hesitate.

3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.

6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.

7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

Rider may dismount and drop bridle to the designated judge.
The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
1. Run at speed to the far end of the arena past the end marker and do a left rollback-no hesitation.

2. Run to the opposite end of the arena past the end marker and do a right rollback-no hesitation.

3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.

4. Complete four spins to the right. Hesitate.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at center of the arena.

7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.

8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

5. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence - no hesitation.

6. Continue back around the previous circle, but do not close this circle. Run straight down the left side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence - no hesitation.

7. Continue back around the previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.

2. Complete four spins to the right. Hesitate.

3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.

4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.

6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Rider may drop the bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.

2. Complete four spins to the right. Hesitate.

3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.

4. Beginning on the right lead, complete three circles to the right: the two circles large and fast, the third circle small and slow. Change leads at the center of the arena.

5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.

6. Begin a large fast circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Rider may drop the bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker, at end of spins horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
10. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
TIMED EVENT DIVISION CLASSES

General Rules

1. Attire: It is the objective of the 4-H program for exhibitors to be dressed cleanly and neatly. Protective headgear may be worn in any class. ASTM/SEI approved safety helmets are strongly recommended in all speed events.
   a. A western (cowboy) hat or protective headgear (ASTM/SEI approved safety helmets are strongly recommended), which must be on exhibitor's head when exhibitor enters arena. Exception: Show management may make use of a hat optional in speed events. If hat use is declared as optional in speed events, a five second penalty will be assessed if the hat or helmet is not on the exhibitor's person during the time the exhibitor is in the arena. Public announcement of this policy should be made prior to start of speed events.
   b. Exhibitor number visibly worn by exhibitor or on the saddle pad.
   c. A shirt with long sleeves, a collar (band, standup, tuxedo, etc.), and shirt tail to be tucked in pants in all classes. Variations such as short sleeves are permitted if covered with a long sleeve jacket.
   d. Long pants.
   e. Cowboy boots, except for special cases of handicapped individuals.
   f. Spurs or chaps are optional. Exception: Not allowed in halter or showmanship classes.
   g. Gloves are optional in all classes.
   h. Ball caps, tanks tops, T-shirts or jersey-type shirts are not to be worn.
   i. See individual division and class rules for exceptions where class specifications indicate otherwise.
   j. Any change from the stated requirements (a – i. above) must be agreed upon by the judges and show superintendent, and announced to contestants prior to start of the class. It is the contestant's responsibility to bring questionable attire to the attention of show management prior to wearing it in any competition, as judge or official may penalize or disqualify contestants who do not conform.

2. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class. Safe, humane animal handling and riding practices are to be prioritized and followed at all times and all places on the show grounds.

3. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.
   Optional equipment: protective boots, leg wraps, tie-downs and nosebands (no bare metal in contact with the horse’s head), running martingales in barrels, poles, stakes, and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.
   Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered.
   The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.

4. An electric timer should be used when accessible at district and state shows. At least two stop watches should be used with the average time of the watches used by the official timer to determine the official time if an electric timer is not available.

5. In the event of a tie in a timed class, the contestant declared the winner in the runoff must run the pattern in not more than two seconds over his original time or the runoff must be held again. A flip of the coin may break ties in lieu of a runoff if unanimously agreed upon by the tied contestants.

6. The judge or a designated show official, at his/her discretion, must disqualify a contestant for use of a bat, crop, or whip anywhere on the horse.

7. Any horse receiving inhumane treatment while entering, exhibiting or exiting the arena may be dismissed and disqualified upon the discretion of the judge or designated show official.

8. Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control.
9. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.

10. The exhibitor will not be allowed a rerun if affected by equipment failure or accident to horse or rider.

11. The exhibitor will be disqualified if their horse falls (shoulder hits the ground) and/or the rider is dismounted from the horse.

12. A show official or judge shall be appointed to make decisions regarding entrants following course in speed events. Close calls should be made in favor of the exhibitor. An exhibitor is considered on course as long as deviations through the course are corrected so that the final path of the horse is on the correct side of the obstacles. The decision of the official or judge on pattern accuracy is final and not subject to review.

BARREL RACE

1. See Attire, Tack and Equipment requirements in previous section on General Rules for Speed Events.

   1. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they consider severe. Closed reins recommended for all bridles.

   2. Optional equipment: protective boots, leg wraps, tie-downs and nosebands (no bare metal in contact with the horse's head), running martingales in barrels, poles, stakes, and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.

   3. Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered. Any other equipment deemed by show official that is inhumane, unsafe or providing an unfair advantage to an exhibitor.

   4. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion is unsafe, tends to give unfair advantage or is deemed inhumane.

   5. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class. Safe, humane animal handling and riding practices are to be prioritized and followed at all times and all places on the show grounds.

2. A closed gate start and finish will be used. For purposes of the closed start gate: A starting box (12 to 16' deep recommended), constructed behind the arena gate to contain the exhibitor immediately prior to exhibiting is considered part of the arena; the arena gate going from the box to the arena doesn't have to close before contestant's pattern begins. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

3. The course must be measured exactly. If the course is too large for the available space, then the pattern should be reduced five yards at a time until the pattern fits the arena.

4. Brightly colored, 55 gallon, steel drums with both ends in must be used. No rubber or plastic barrels or barrel pads shall be used at district or state shows.

5. A clearly visible starting line shall be indicated by markers on the sides of the arena. The barrel racing contest is strictly a timed event. An electric timer when accessible will be used for official time. Otherwise, at least two watches shall be used with the average time of the watches to be the official time.

6. Knocking over a barrel will result in a five second penalty.

7. At a signal from the announcer, starter or timer, such as the word “go” the contestant will go to barrel number 1 passing to the left of this barrel, complete a turn around the barrel, then on to barrel number 2, this time beginning to the right of the barrel with a turn around the barrel. At barrel number 3, begin to the right of the barrel, and complete a turn around the barrel.

8. As soon as the turn is completed around barrel 3, the contestant sprints the horse to the finish line.

9. This barrel course may also be run to the left. For example, the contestant will start to barrel number 2, beginning on the right of this barrel, then to barrel number 1, beginning of the left of the barrel, then to barrel number 3, beginning of the right of the barrel, followed by the final sprint to the finish line.

10. A show official or judge shall be appointed to make decisions regarding entrants following course in speed events. Close calls should be made in favor of the exhibitor. An exhibitor is considered on course as long as the turns are started and finish on the correct side of the barrels and that deviations through the course are corrected so that the
final path of the horse is on the correct side of the obstacles. The decision of the official or judge on pattern accuracy is final and not subject to review.

11. Any horse breaking the plane of the time line before completion of the pattern is disqualified.

12. The course should allow for ample room to turn and stop. (First and second barrel need to be at least 20 feet from the fence.)

13. The judge or a designated show official, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, or whip in front of the cinch. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or designated show official.

14. If the use of western type hats is declared as optional by the show committee, a five (5) second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena.

Barrel Race Pattern
POLE BENDING

1. See Attire, Tack and Equipment requirements in previous section on General Rules for Speed Events.
   a. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.
   b. Optional equipment: protective boots, leg wraps, tie-downs and nosebands (no bare metal in contact with the horse’s head), running martingales in barrels, poles, stakes, and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.
   c. Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered. Any other equipment deemed by show official that is inhumane, unsafe or providing an unfair advantage to an exhibitor.
   d. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.
   e. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class. Safe, humane animal handling and riding practices are to be prioritized and followed at all times and all places on the show grounds.

2. The pole bending pattern is to be run around six poles. Each pole is to be twenty-one feet apart, and the first pole is to be twenty-one feet from the starting line. Poles shall be set on top of the ground, six feet in height, with no base more than 14 inches in diameter.

3. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

4. Pole bending is a timed event. An electric timer when accessible will be the official time. Otherwise, at least two watches shall be used with the average time of the watches to be the official time.

5. Knocking over a pole will result in a five second penalty. Any horse breaking the plane of the time line before completion of the pattern is disqualified.

6. A closed gate start and finish will be used. For purposes of the closed start gate: A starting box (12 to 16 ‘ deep recommended), constructed behind the arena gate to contain the exhibitor immediately prior to exhibiting is considered part of the arena, i.e. the arena gate going from the box to the arena doesn’t have to close before contestant’s pattern begins. Timing shall begin as soon as the horse’s nose reaches the starting line and will be stopped when the horse’s nose passes over the finish line.

7. A show official or judge shall be appointed to make decisions regarding entrants following course in speed events. Close calls should be made in favor of the exhibitor. An exhibitor is considered on course as long as the turns are started and finish on the correct side of each pole and that deviations through the course are corrected so that the final path of the horse is on the correct side of the obstacles. The decision of the official or judge on pattern accuracy is final and not subject to review.

8. The judge or a designated show official, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, or whip in front of the cinch. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or designated show official.

9. If the use of western type hats is declared as optional by the show committee, a five (5) second penalty will be assessed if the hat or helmet is not on the exhibitor’s person for the entire time the exhibitor is in the arena. A contestant may touch a pole with his or her hand.
Pole Bending Pattern

UPRIGHT POLES AT POSITION
MARKED X

21 feet = 6.4 Meters

OR

START & FINISH LINE
STAKES (FIGURE 8 RACE)

1. Western type equipment must be used.
   a. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they consider severe. Closed reins recommended for all bridles.
   b. Optional equipment: protective boots, leg wraps, tie-downs and nosebands (no bare metal in contact with the horse's head), running martingales in barrels, poles, stakes, and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.
   c. Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered. Any other equipment deemed by show official that is inhumane, unsafe or providing an unfair advantage to an exhibitor.
   d. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.
   e. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class. Safe, humane animal handling and riding practices are to be prioritized and followed at all times and all places on the show grounds.

2. The start and finish line is 20 feet wide and marked by two upright markers (10 feet on each side of the center line and short enough so as to not interfere with the electric timer if one is used.) The first and second poles (same requirements of height and base as in pole bending) marking the centerline are each 40 feet from the start and finish line, making them a total of 80 feet apart.

3. This is a timed event. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

4. A closed gate start and finish will be used. For purposes of the closed start gate: A starting box (12 to 16 ' deep recommended), if is constructed behind the arena gate to contain the exhibitor immediately prior to exhibiting is considered part of the arena, i.e. the arena gate going from the box to the arena doesn't have to close before contestant's pattern begins. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

5. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the poles, turn around the second pole, cross over the center line again between the poles, then around the first pole and run back across the finish line. The pattern calls for one left and one right turn, the order depends on which side of the 1st pole you pass to the starting line. The center line is the imaginary line connecting the 1st and 2nd poles, not the starting and finish line between upright markers. Passing by the 1st pole to start such that the pole is on your right would place your 1st turn to begin to the left of the 2nd pole. Your second turn would begin to the right of the 1st pole. Conversely, approaching the start line to the left side of the 1st pole would make the first turn to begin to the right side of the 2nd pole.

6. A show official or judge shall be appointed to make decisions regarding entrants following course in speed events. Close calls should be made in favor of the exhibitor. An exhibitor is considered on course as long as the turns are started and finish on the correct side of the pole and that deviations through the course are corrected so that the final path of the horse is on the correct side of the obstacles. The decision of the official or judge on pattern accuracy is final and not subject to review.

7. Failing to cross over the center line and between the markers before the first turn, or failing to cross over the center line and between the markers before the first and second turns will result in no time.

8. The contestant may touch a pole. Knocking over a pole or marker is a disqualification.

9. Failure of a contestant to cross the start and finish line between the markers shall result in no time.

10. The judge or a designated show official, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, or whip in front of the cinch. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or designated show official.

11. If the use of western type hats is declared as optional by the show committee, a five (5) second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena.
Stake Race (Figure 8) Pattern

Pattern Below is **Not Correct** (Horse doesn’t pass across center line between poles before making the first turn).
ROPING

General Rules

1. Attire: It is the objective of the 4-H program for exhibitors to be dressed cleanly and neatly. Protective headgear may be worn in any class. ASTM/SEI approved safety helmets are strongly recommended in all speed events.
   a. A western (cowboy) hat or protective headgear (ASTM/SEI approved safety helmets are strongly recommended), which must be on exhibitor's head when exhibitor enters arena. Exception: Show management may make use of a hat optional in speed events. If hat use is declared as optional in speed events, a five second penalty will be assessed if the hat or helmet is not on the exhibitor's person during the time the exhibitor is in the arena. Public announcement of this policy should be made prior to start of speed events.
   b. Exhibitor number visibly worn by exhibitor or on the saddle pad.
   c. A shirt with long sleeves, a collar (band, standup, tuxedo, etc.), and shirt tail to be tucked in pants in all classes. Variations such as short sleeves are permitted if covered with a long sleeve jacket.
   d. Long pants.
   e. Cowboy boots, except for special cases of handicapped individuals.
   f. Spurs or chaps are optional.
   g. Gloves are optional in all classes.
   h. Ball caps, tanks tops, T-shirts or jersey-type shirts are not to be worn.
   i. See individual division and class rules for exceptions where class specifications indicate otherwise.
   j. Any change from the stated requirements (a - i above) must be agreed upon by the judges and show superintendent, and announced to contestants prior to start of the class. It is the contestant's responsibility to bring questionable attire to the attention of show management prior to wearing it in any competition, as judge or official may penalize or disqualify contestants who do not conform.

2. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class. Safe, humane animal handling and riding practices are to be prioritized and followed at all times and all places on the show grounds.

3. Western type equipment must be used.
   a. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.
   b. Optional equipment: protective boots, leg wraps, tie-downs and nosebands (no bare metal in contact with the horse's head), jerk line in tie down calf roping and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.
   c. Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered. Running martingales and tack collars. Any other equipment deemed by show official that is inhumane, unsafe or providing an unfair advantage to an exhibitor.
   d. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.
   e. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.

4. At least two stop watches should be used with the average time of the watches used by the official timer to determine the official time.

5. In the event of a tie, contestants may be required to run off or a flip of the coin may break ties in lieu of a runoff.

6. The judge or a designated show official, at his/her discretion, may disqualify a contestant for use of a bat, crop, or whip in front of the cinch.
7. Any horse receiving inhumane treatment while entering, exhibiting or exiting the arena may be dismissed and disqualified upon the discretion of the judge or designated show official.

8. Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control.

9. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.

10. The exhibitor will not be allowed a rerun if affected by equipment failure or accident to horse or rider.

11. The exhibitor will be disqualified for a performance class if their horse falls (shoulder hits the ground).

**BREAKAWAY ROPING**

1. Western type equipment must be used. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.
   a. Optional equipment: protective boots, leg wraps, tie-downs and nosebands (no bare metal in contact with the horse’s head and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.
   b. Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered. Running martingales and tack collars. Any other equipment deemed by show official that is inhumane, unsafe or providing an unfair advantage to an exhibitor.
   c. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.
   d. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane.

2. This is a timed event with a one-minute time limit from start to finish. Start time begins at drop of flag at barrier. Finish time is identified by flag judge, when the rope breaks away from the saddle.

3. Horses should start from behind a barrier. A 10 second penalty will be added to the time for breaking the barrier. Calves must be used for this event.

4. Two loops will be permitted. One or two ropes are to be tied to the saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flag judge to see it break free.

5. Should the roper desire to use a second loop, they may either recoil if carrying only one rope, or use a second rope tied to the saddle horn.

6. If the second loop falls loose, it cannot be rebuilt. The contestant may free their first rope from the horn after a miss, before getting their second loop ready if they wish.

7. The contestant shall receive no time should they break the rope from the horn by hand or touch the rope or string after the catch is made, flag judge’s decision is final. If the rope dallies or will not break free when the calf reaches the end of it, the contestant will receive no time.

8. Time will be called from drop of flag at the barrier to the break of rope string from the saddle horn. A legal catch is to be any loop that goes completely over the calf’s head and draws up on any part of the calf’s body, causing the rope to break away from the saddle horn. Roping the calf without releasing the loop from the hand is not permitted.

9. Rope may not pass through bridle, tie-down, neck rope or any other device.

10. An exhibitor will be disqualified and dismissed by the judge for any action he/she feels to be unnecessary roughness to cattle or horses, or unsportsmanlike conduct. This may include but not limited to excessive schooling at any time in the arena, and whipping or hitting the horse with the rope.

**TIE-DOWN ROPING**

1. Western type equipment must be used, western saddle required. The use of a mechanical hackamore or any type of bridle; however, the judge or a designated show official may prohibit the use of bits or equipment that they considers severe. Closed reins recommended for all bridles.
a. Optional equipment: protective boots, leg wraps, jerk lines, tie-downs and nosebands (no bare metal in contact with the horse's head and spurs not to be used forward of the cinch. Whip, crop, rope or bat; however, the judge must disqualify any contestant for excessive use of whip, rope, crop, bat or reins anywhere on the horse.

b. Prohibited equipment: wire chin straps, regardless of how padded or covered, chin straps narrower than one-half inch. Chain, wire, metal tie down or bonnets, regardless if they are covered. Running martingales and tack collars. Any other equipment deemed by show official that is inhumane, unsafe or providing an unfair advantage to an exhibitor.

c. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion is unsafe, tends to give unfair advantage or is deemed inhumane.

2. This is a timed event. Runs must be completed in 90 seconds from start to finish. Start time begins at drop of flag at barrier. Finish time is identified by flag judge, when the calf is tied by the contestant.

3. Horses should start from behind a barrier. A 10 second penalty will be added to the time for breaking the barrier.

4. Any catch on any part of calf with the rope will be considered legal.

5. Contestants must catch calf, dismount, go down the rope, throw the calf by hand, cross and tie any three legs.

6. If a calf is down when roper reaches it, calf must be stood on at least three feet and be re-thrown. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Rope must stay on calf until roper gets hand on calf. Tie must be finished with half hitch or "hooey".

7. Tie must hold for 5 seconds after roper gives slack to calf and then must be passed on the field judge. Roper will be disqualified if they touch the calf after they signals the finish of a tie. No person may touch the calf until the field judge evaluates the tie. If a tie comes loose or the calf gets to its feet before the tie has been examined and ruled a fair one, roper will receive no time.

8. If any part of barrier fails to work and such failure results in disadvantage to roper, the roper may request the calf over, at discretion of the barrier judge, if they declare themselves immediately. Once the calf is roped at, no roper will receive a calf over because of equipment failure.

9. If flag equipment which signals start of time fails to work, roper will receive a rerun, regardless of events of first run.

10. A flag to signal start of time should be put on jerk line in close location to portion of line going around calf's neck.

11. Barrier equipment must be inspected by the judge before each contestant competes and replaced if faulty.

12. A 10-second penalty will be added to the roper's time for beating or breaking the barrier.

13. Roper must be ready to rope when indicated by show official or calf will be turned out.

14. Two loops will be permitted. Should the roper desire to throw a second loop, they may recoil rope or use second rope tied to the saddle. If a roper misses with two loops, they must retire, and no time will be allowed. Roper must release rope from hand when the calf is roped.

15. The rope must be run through a foul (neck) rope around the horse's neck, and may, at the discretion of the rider, be run through a "keeper". If a keeper is used, it must be attached to the noseband of the tie-down and cannot be attached to the bit or bridle.

16. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. If a horse drags a calf more than 12 feet, judge may stop the run and disqualify roper.

17. If a calf gets out of the arena, timers will stop the watches when flagman signals, and roper will get the same calf back. The roper will be given lap and tap start with time expired when calf got out added to this time.

18. An exhibitor will be disqualified and dismissed by the judge for any action he/she feels to be unnecessary roughness to cattle, horses, or unsportsmanlike conduct. This may include but not limited to excessive schooling at an time in the arena, whipping or hitting the horse with the rope, and dragging the calf, after the calf is tied, more than twelve feet.
HUNTER CLASSES
General Rules

   a. Attire
      i. Hunt coats of traditional hunt seat style and colors such as navy, dark green, grey, black or brown. Maroon and red are improper.
      ii. Breeches or jodphurs of traditional shades of buff, khaki, canary, light gray, or rust.
      iii. High English boots or paddock (jodphur) boots of black or brown.
      iv. Safety helmet of traditional colors (black, navy blue or brown). ASTM/SEI approved safety helmets are strongly recommended. Exhibitors must wear a safety helmet with harness when schooling or exhibiting over fences while on the show grounds.
      v. Hair must be neat and contained (as in a net or braid).
      vi. Correct exhibitor number must be visibly displayed on exhibitor or on saddle pad.
      vii. Gloves, spurs (unrowelled type that are blunt, round or include a smooth rolling rubber ball) and crops or bats are optional. Exception: Spurs, crops or bats are not allowed in halter or showmanship classes.
      viii. Braiding of mane or tail in hunt style optional in all classes.
      ix. Any changes from the stated requirements (i - viii above) must be agreed upon by the judges and show superintendent, and announced to contestants prior to class. It is the contestant's responsibility to bring questionable attire to the attention of show management prior to wearing it in any competition, as judge or official may penalize or disqualify contestants who do not conform.
   b. Equipment.
      i. In all hunt classes, an English snaffle (no shank), Kimberwick, Pelham and/or full bridle (with two reins), all cavesson nosebands and plain leather brow bands must be used.
      ii. Bits of any style (pelham, snaffle, Kimberwick) featuring mouthpieces with cathedrals, donuts, prongs, edges or rough, sharp material shall be cause for elimination. Square stock, polo mouthpieces and mouthpieces with wrapped metal are prohibited. If a curb bit is used, the chain must be at least 1/2" in width and flat against the jaw of the horse. Wire chin straps, regardless of how padded or covered are prohibited.
      iii. In reference to bit mouthpieces, nothing may protrude below the mouthpiece (bar). Broken or solid mouthpieces must be between 5/16" to ¾" in diameter, measured 1" from the cheek and may have a port no higher than 1 ½”. They may be inlaid, synthetic wrapped, including rubber or plastic or incased. On broken mouthpieces only, connecting rings of 1 1/4" or less in diameter or connecting flat bar of 3/8” to 3/4” (measured top to bottom with a maximum length of 2”) and which lie flat in the horse’s mouth are acceptable. Snaffle bit rings may be no larger than 4 inches in diameter. Any bit having a fixed rein requires use of a curb chain. Smooth round, slow twist, corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces are allowed.
      iv. Saddles must be black and/or brown colors and have the hunting or forward seat type, and may have a knee insert on skirt. Saddle pads should be white or natural color with no ornamentation, and fit size and shape of saddle, except when necessary to accommodate numbers on both sides, for which a square pad or suitable attachment may be used.
      v. Optional equipment. Unrowelled spurs (blunt, round or include a smooth rolling rubber ball), crops or bats, gloves, English breast plate, braiding of mane and/or tail in hunt style, rubber reins and unrowelled slip on spurs. Protective boots, leg wraps and bandages are optional only in Hunt Seat Equitation.
      vi. Prohibited equipment: draw reins, rowelled spurs, standing or running martingales, figure 8 or flash cavessons. Protective boots, leg wraps and bandages optional in hunt seat equitation only, not allowed in hunter under saddle or hunter hack. Exception: allowed at discretion of judge for use outdoors during inclement weather in hunter hack.
vii. No exhibitor may be tied, buckled or fastened in or on any part of the saddle in any manner or by any means while on show grounds. This includes but is not limited to string, rope, Velcro, rubber bands of any size or strength. Contestants exhibiting as such should be disqualified from the class.

HUNTER UNDER SADDLE

1. General Rules
   a. See attire and tack requirements in previous section covering General Rules for Hunter Classes.
   b. Hunters under saddle should be suitable to purpose. Hunters should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of the proper cadence. The quality of movement and the consistency of the gaits are major considerations. Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot, or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on the vertical.

2. Class Procedures
   a. Horses are to show on the flat at walk, trot and canter while maintaining light contact with the horse's mouth. Maximum credit shall be given to the flowing, balanced, willing horse. Large numbers in this class will necessitate elimination heats to accommodate all horses. The suggested maximum number is 25 horses in each heat.
   b. Horses must work both ways of the ring at all gaits to demonstrate their ability with different leads. Horses may be required to go from any gait to any other gait or extend any gait at the discretion of the judge. Horses will reverse by turning toward the inside of the arena.
   c. The judge may ask finalists to hand gallop, but never more than eight horses to gallop at one time.
   d. All or only horses in finals may be required to back.
   e. Any portion of a class or heat may be placed on the rail for extra work by they judge at any time.
   f. Entries shall be penalized for being on wrong lead, or wrong diagonal at the trot; quick, short, or vertical stride; excessive speed; excessive slowness; failure to take the appropriate gait when called for; head carriage too high or low; over flexing or excessive nosing out; stumbling, failure to maintain light contact on the horse's mouth; breaking gait; tossing of head; consistently showing too far off the rail.
   g. Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control. Fall of horse and/or rider falling off results in disqualification. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.
   h. At no time shall the fault-out system be used that results in a contestant being eliminated individually. Instead, a more positive approach should be used with winners being announced and the remainder of the class being dismissed from the arena as a group.

HUNT SEAT EQUITATION

1. General Rules
   a. See attire and tack requirements in previous section covering General Rules for Hunter Classes.
   b. The hunt seat equitation on the flat is an evaluation based on the ability of a rider to perform various maneuvers in the harmony with his/her horse. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his/her effect on the horse. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
   c. It is mandatory that the judge post the pattern at least one hour prior to commencement of the class. The pattern should be designed so the majority of exhibitors can perform it in a reasonable length of time (under 60 seconds). All patterns must include a trot and canter. Patterns used in classes for riders 9-11 should be restricted to maneuvers listed from Group 1. Horses' gaits are to be ridden with the same cadence and speed as you would find in the rail phase. All ties will be broken at the discretion of the judge. Failure to complete the pattern will not be a disqualification, but shall be scored accordingly.
2. **Class Procedure.**
   a. Exhibitors may be worked individually from the gate or they may enter the arena as a group. A working order must be drawn when working individually from the gate. The entire class, or only the finalists must work at all three gaits at least one direction of the arena. Rail work can be used to break ties and possibly adjust placings. Individual work may be compromised of any of the following:

   **Group #1**
   - Walk, sitting trot, extended trot, posting trot, canter, circles, figure 8, halt, back, sidepass, address reins, demonstrate change of diagonal. Serpentine (trot or canter), turn on haunches or forehand, leg yield, flying or simple change of lead.
   - A turn on the forehand to the right is accomplished by moving haunches to the left. A forehand turn to the left is accomplished by moving haunches to the right.
   - When performing a leg yield, the horse should move forward and lateral in a diagonal direction with the horse’s body straight with a slight flexion of the head in the opposite direction of lateral movement. When a horse yields to the right the head is slightly (just to see the eye of the horse) to the left. A horse yielding to the left is slightly flexed to the right.

   **Group #2**
   - Canter and hand gallop in a straight or curved line, counter canter figure 8, drop or pick-up irons without stopping, dismount and mount.
   - If riders are asked to drop their irons, they can leave them down or cross them over the withers.

3. **Basic Position.**
   a. Hands should be over and in front of horse’s withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from the horse’s mouth to rider’s elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time.
   b. The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with horse. Iron should be on the ball of the foot and must not be tied to the girth.
   c. The Walk: Should be a four-beat gait with the rider in a vertical position with a following hand.
   d. The Posting Trot: Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on the left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close his/her hip angle to allow his/her torso to follow the horizontal motion of the horse. The upper body should be inclined about 20 degrees in front of the vertical.
   e. Sitting Trot and Canter: At the sitting trot the upper body is only slightly in front of the vertical. At the canter the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.
   f. Two Point Position: The pelvis should be forward, but relaxed, lifting the rider's weight off the horse's back and transferring the contact between horse and rider are the rider's legs. Hands should be forward, up the neck, not resting on the neck.
   g. Hand Gallop: A three-beat, lengthened canter ridden in two-point position. The legs are on the horse's sides while the seat is held out of the saddle. When at the hand gallop, the rider's angulation will vary somewhat as the horse's stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

4. **Faults.**
   a. Faults can be classified as minor, major, or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. A minor fault will result in a 1/2 to 4 (2% to 20%) point deduction from the exhibitor's score. A major fault will result in a deduction of 4 1/2 points or more (greater than 20%) from the exhibitor's score. An exhibitor that incurs a severe fault may avoid being disqualified, but at a minimum should be placed below all other exhibiters that complete the pattern correctly. A minor fault can become a major fault and a major fault can be come a severe fault when the degree and/or frequency if the infraction(s) merits.
b. Severe faults include (At judge’s discretion, may be placed below all others not incurring a severe fault or may be grounds for disqualifications. Judge’s discretion on this is not protestable):
- Omission or addition of maneuvers.
- Turning the wrong way.
- Knocking over a cone or working on the wrong side of the cones.
- Kicking at other horses, exhibitors, or judge.
- Severe disobedience or resistance by horse including, but not limited to rearing bucking, or pawing.
- Grabbing any part of the saddle.
- Touching horse
- Cropping or spurring in front of the shoulder
- Incorrect diagonal and/or incorrect lead

c. Disqualifications include: (should not be placed)
- Failure by exhibitor to wear correct number in visible manner.
- Willful abuse, inhumane treatment.
- Excessive schooling or training.
- Fall by horse or rider.
- Illegal use of hands on reins.
- Use of prohibited equipment.
- Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control
- An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that the judge feels is a safety hazard.

d. Faults in overall appearance of exhibitor and horse and faults of performance include deviations from stated class procedure and basic position guidelines. The judge will determine the appropriate classification of a fault, similar to explanations provided for in Western Horsemanship.

5. Suggested final scoring shall be on a basis of 0-20, with an approximate breakdown as follows:

20 Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely, and smoothly.
18-19 Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of the pattern (performance).
16-17 Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
14-15 Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective horsemanship, or commits two or three minor faults in the performance, or appearance and position of exhibitor.
12-13 One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horse.
10-11 Two major faults or many minor faults in the performance of appearance and position of exhibitor.
6-9 Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance, or appearance and position of exhibitor.
1-5 Exhibitor commits one or more severe faults in the performance, or appearance and position of exhibitor, but does complete the class and avoids disqualification.

6. Alternative final scoring system may be used at the judge’s discretion with a basis of 0 to 100%, with an approximate breakdown as follows:
96% to 100% Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely, and smoothly.

86% to 95% Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of the pattern (performance).

76% to 85% Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.

66% to 75% Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective horsemanship, or commits two or three minor faults in the performance, or appearance and position of exhibitor.

56% to 65% One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horse.

46% to 55% Two major faults or many minor faults in the performance of appearance and position of exhibitor.

26% to 45% Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance, or appearance and position of exhibitor.

1-25% Exhibitor commits one or more severe faults in the performance, or appearance and position of exhibitor, but does complete the class and avoids disqualification.

HUNTER HACK

1. Judging Requirements.
   a. See attire, bit and tack requirements in previous section covering General Rules for Hunter Classes. Exhibitors must wear a safety helmet with harness when schooling or exhibiting over fences while on the show grounds.
   b. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Horses are first required to jump two fences two feet (2'0") to two feet six inches (2'6") in height. Jumps do not have to be set on a line. However, if the jumps are set on a line they must be set 36, 48 or 60 feet apart, or in increments of 12 feet, but no less than 36 feet. A ground line is recommended for each jump. PVC poles used as rails are not permitted. Horses being considered for an award then to be shown at a walk, trot and canter both ways of the show ring with light contact. A schooling area with at least one practice jump must be provided, otherwise practice time in the arena must be allowed. Horse should not be allowed practice time in the arena if a schooling area with practice jumps is provided. Safety helmets with a harness strap must be worn when schooling or exhibiting over fences.
   c. At the discretion of the judge, the contestants may be asked to hand gallop, pull up and stand quietly, or pull up and back following the last fence.
   d. The class will be judged on flat work, manners, way of going, style over fences, even hunting pace and equitation of the rider. When necessary to split large classes by running more than one go-round, finalists must rejump and rework on the flat. Placing for the class shall be determined by allowing a minimum of 70% for individual fence work and a maximum of 30% for work on the flat.
   e. Disobediences (faults) over fences include refusals, run-outs, loss of forward movement, and unnecessary circling on course.

2. Scoring.
   a. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference is given to horses with correct jumping style that meet fences square, jumping at the center of the fence. Unsafe jumping and bad form over fences, including twisting, shall be penalized whether the fence was touched or untouched. Incorrect leads around the ends of the course and cross cantering shall be penalized, as well as excessive use of a crop. Fences in a line should be taken in the correct number of strides or be penalized. Any error that endangers the horse and or its rider, particularly refusals or knockdowns, shall be heavily penalized.
   b. Scoring over fences shall be as in working hunter with an approximate breakdown of scoring 0-100 as follows:
      90-100 An excellent performer and good mover that jumps the fences with cadence, balance and style.
80-89  A good performer that jumps well or an excellent performer that commits one or two minor faults.
70-79  The average, fair mover that makes no serious faults, but lacks the style, cadence and good
balance of the scopier horses or the good performer that makes a few minor faults.
60-69  Poor movers that make minor mistakes or fair to average movers that have one or two poor fences,
but no major faults or disobediences.
50-59  A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter or drops
a leg.
30-49  A horse that commits two or more major faults, including front knockdowns and refusal, or jumps in
a manner that otherwise endangers the horse and/or rider.
10-29  A horse that avoids elimination, but jumps in such an unsafe and dangerous manner as to preclude
a higher score.

c. Horses eliminated in over fence portion of the class shall be disqualified. Elimination includes:
i. A total of three disobediences, which can include refusal, stop, run out or extra circle.
ii. Jumping an obstacle before it is reset.
iii. Rider and/or horse leaving the arena before finishing.
iv. Off course.
v. Holding on to the saddle with either hand will result in a disqualification.
vi. Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of control.
vii. Fall of horse or rider results in disqualification.
viii. An exhibitor will be excused from the class (disqualified) if there is a tack or equipment breakage that
the judge feels is a safety hazard.

d. Faults to be scored accordingly during the rail include being on wrong lead, excessive speed or slowness at
any gait, break of gait, failure to take gait, head carriage too low or high, nosing out or flexing behind the
vertical, opening mouth excessively or stumbling.

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THE END OF DISTRICT AND STATE
QUALIFICATION HORSE SHOW RULES

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OTHER HORSE PROJECT ACTIVITIES

As with any project as large and diverse as the Oklahoma 4-H Horse Project, there will be a need to develop and conduct additional activities outside the rules and supervision of the District and State Qualification Horse Shows. Local 4-H leaders, with the association of local Oklahoma Cooperative Extension offices and recognized horse sport and breed associations, are encouraged to provide additional educational experiences that support the horsemanship phase of the Oklahoma 4-H Horse Project.

Participation requirements and conduct of planned activities should be reviewed to ensure that 4-H participation requirements and membership policies are met prior to advertisement and conduct of activities.

There is no intention of listing a comprehensive list of what activities might be included in local or out-of-county activities beyond the Oklahoma 4-H District and State Qualification Horse Shows. However, some of the event activities that 4-H’ers may currently be participating in are provided below. The following are suggested guidelines to follow when offering these activities. As with any well-organized event, efforts should be made to provide participants class requirements as part of entry information of a special event. Show organizations may impose additional rules for participation. If participation is restricted to 4-H members, show organizations should require as a minimum, State 4-H Membership Participation Guidelines for out-of-county participation for that competition year.

OKLAHOMA 4-H HORSE TEAM EQUITATION

The objective of this class is for paired riders to perform synchronized patterns that display horsemanship and equitation skills, and the quality of movement and attitude of their horses.

Patterns:

Six patterns are provided. Project leaders may develop additional patterns to support local program activities. Patterns should have five elements for scoring. Allowable elements in Western Horsemanship and Hunt Seat Equitation may be used in designing patterns. Note that for safety that pattern design should avoid riders riding directly toward one another at a speed faster than an extended trot.

Rules/Guidelines for Competition:

1. Team Equitation is a two-person competition to be judged approximately 10% on uniformity of mounts (as to size and type) and appointments, and 90% on the following criteria during performance of pattern components:
   a. Rider’s equitation and horsemanship skills (appropriate equitation to seat, hunt or western).
   b. Horse’s behavior (willing attitude with control) and movement quality (stride length, balance, cadence, collection, frame, etc).
   c. Pattern accuracy (element size and location) and synchronization of rider pair (placement, timing of transitions, speed).

2. To be performed in an area clearly identified by ten markers (cones, etc) with dimensions of 80 by 120 feet or 100 by 180 feet. Markers along length of pattern area are to be set at equal distances (40 feet apart on small dimension; 60 feet long on large dimension). Markers along end set 40 feet apart on small pattern, 50 feet on large pattern.

3. Contestants may compete in western or hunt seat tack and attire. Paired riders may perform in different seats, although for maximum score on uniformity, pairs are encouraged to ride in the same seat (western or hunt seat).

4. Legal equipment and attire includes allowable tack in Western Horsemanship for western seat contestants and Hunt Seat Equitation for hunt seat contestants, etc. Leg wraps and protective boots are optional.
Scoring:
Patterns have five components. Each component is to be scored 0 to 10 using the following as a guideline for scoring. Half point scoring increments are allowed. Ties may be broken on score of pre-determined element(s) in pattern or from additional work at discretion of the judge.

9-10 Excellent. Equitation and horsemanship skills excellent, movement quality of horses are excellent, component performed in specified space and riders perform maneuvers in sync.

7-8 Above Average. No major faults in performance. All criteria at least average, with one or more above average. For example, excellent performance in two criteria with average performance in one. Such as, riders perform component with accuracy and in sync but equitation and horsemanship skills or movement lacks excellent quality. Riders may have one minor fault.

5-6 Average. No major faults in components. At least two of three criteria average. Riders may incur one or more minor faults. Lack of movement quality, horsemanship and equitation or synchronization to be scored above average.

3-4 Below average. At least two of three criteria below average while one is average or above, or major fault in one criteria.

2-3 Failing. Three criteria below average, no evidence of above average or average quality of performance, or team incurs one or more major faults.

0-1 One or both riders completely fail to perform component including prescribed lead or gait.

Advantages:
- Precise, correctly placed, synchronized transitions and maneuvers.
- Pairs consistently aligned with little visible or audible cueing by rider.
- Equitation skills appropriate to equestrian seat.
- Movement quality of horses’ gait including extension and shortening of stride when called for, balanced frame and stride, smoothness of gait.
- Willing, positive attitude of horse including alert appearance, responsive to riders hand and leg cues, and rider able to guide with ease.

Minor faults:
- Riders out of position with one another, however stay within one horse length of assigned positions.
- One or both riders perform inaccurate element but within prescribed area on pattern.
- Incorrect lead or break of gait for up to two strides.
- Unwilling horse including slight hesitations, inconsistent headset or carriage, inconsistent gait.
- Use of visible or audible cues.

Major faults:
- Break of gait for more than two strides.
- Incorrect gait or lead for more than two strides.
- Riders out of position with one another more than one horse length during component.
- One or both riders fail to perform component.
- Component performed outside of prescribed area by one or both riders.
- Excessive use of aids (hands, legs, voice) to guide or control horse.
- Unwillingness of horse requiring continual or excessive cueing and restraint by rider such as excessive head movement, mouthing of the bit, excessive speed, freezing up or balking.
- Unsafe acts by the horse including bucking, kicking (may also be cause for elimination).

Elimination:
- Willful abuse by rider.
- Lack of control by rider to point of endangering rider or other participants.
- Obvious lameness of one of the horses.

Score Sheet:

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<th>Team #</th>
<th>1 (0-10)</th>
<th>2 (0-10)</th>
<th>3 (0-10)</th>
<th>4 (0-10)</th>
<th>5 (0-10)</th>
<th>Uniformity (0-5)</th>
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**Team Equitation**

**Pattern One**

1. Begin in front of G. Sitting trot (jog) until in line with B.
2. Canter (lope) around end; a goes left (left lead)) and b goes right (right lead).
3. Simple or flying lead change at C.
4. Break to posting trot (extended jog) when halfway between B and A. Continue around end, join and continue through center (diagram offset for clarity), and half circle right.
5. When even with G and A, stop, side pass four steps away from one another.
Team Equitation

Pattern Two

1. Starting halfway between B and C, walk to center and canter (lope) a circle to the left.
2. Upon completing the circle, do a simple or flying lead change and circle to the right. Do not complete this circle to B.
3. Break to a sitting trot (jog) until even with A.
4. Move to posting trot (extended jog) at A, continue to trot around end.
5. When halfway between A and B, stop and back four steps.
Pattern Three

1. Begin on opposite corners, hand gallop (extended lope) around ends and stop when halfway between B and C.
2. Do 2 ¼ turns on hindquarter (spins) to inside.
3. Sitting trot (jog) to middle, join, turn and continue to halfway between B and A.
4. Execute a circle to right at posting trot (extended jog) and continue until in front of G.
5. Stop, back six steps.
Team Equitation
Pattern Four

Pattern 4
1. Start on opposite sides, canter (lope) inside lead until even with C.
2. Break to a posting trot (extended jog) and continue around end. Join and continue down middle until even with C.
3. Move diagonally (two-track) outward and then inward between C and B.
4. Once rejoined, canter (lope) and complete ½ circle on inside lead of circle between B and A (a circles right while b circles left).
5. Once ½ circle is completed, break to a sitting trot (jog), and cross paths. Continue to A, stop and pivot until horses are facing one another.
1. Begin paired, beside A. Canter (lope) left lead to C. Lead change (simple or flying) at C.
2. Continue around both ends, move as a pair through center. Stop at C.
3. Complete 1 ¼ turns on hindquarter (spin) to the outside.
4. Sitting trot (jog), cross paths at B and then move into a posting trot (extended jog).
5. When in line with A, stop and back four steps.
Pattern Six

1. Start in center between A and G. Canter (lope) inside lead.
2. When in line with C, stop and complete two turns on the hindquarter (spins) to the right.
3. At a sitting trot (jog) move on the diagonal (two-track) until beside one another. Continue sitting trot (jog) around ends.
4. When even with C, move in posting trot (extended jog) and travel across arena to A, crossing paths when even with B.
5. Once past one another, move into canter (lope) on inside lead, and continue to A. Stop and back 4 steps.
Suggested Guidelines for Over Fence Classes

Four-H Hunter and Jumper classes may be offered in conjunction with other horse events. Judging and class rules governing the host site’s show will apply to the 4-H classes. It is suggested part or all of the following classes be offered when holding special classes for 4-H:

- Working Hunter, Level I (fence heights not to exceed 2 feet, 3 inches)
- Working Hunter, Level II (fence heights not to exceed 2 feet, 9 inches)
- Jumping (fence heights not to exceed 3 feet)

Equipment:

As host organization will usually supply the judge and facilities, it is important that the exhibitors be directed to the class rules and judging standards that will apply in the entry material. In addition to specific show rules, rules for 4-H classes should mandate that all 4-H’ers wear a safety helmet in all over fence classes and when schooling on the show grounds. As is standard with other horse sport associations, riders should follow acceptable hunter class attire including hunt coats, breeches and high English boots. Optional equipment lists should include unrowellled spurs, crops or bats, and standing or running martingales in working hunter and jumping. Allowable use of protective boots and leg wraps for horses are at the discretion of the show committee.

TWO YEAR OLD 4-H HORSE
PROJECT TRAINING PROGRAM

Those 4-H-ers with the experience and ability to train young horses may participate in the State 4-H Two Year Old 4-H Horse Training Project program. A competition requiring the 4-H-ers to exhibit their two-year-old project horse in showmanship and western pleasure is held in conjunction with the State 4-H Horse Show. Rules of participation are provided to County Cooperative Extension offices at the beginning of every year.