

4-H Rules and Regulations

For Equine Shows in Iowa



- Project Requirements
- Horse Safety
- Show Rules



- Show Management
- Show Considerations
- Attire and equipment



IOWA STATE UNIVERSITY
Extension and Outreach

Revised by Mike Anderson, Youth Development Specialist; Dr. Peggy Miller-Auwerda, Extension animal science specialist—horses; and 4-H Horse Advisory Committee members: Maggie O'Rourke, Mary Greiman, Pat Jensen, Claire Hall, Megan Gogerty, Darla Merwald, Deanna Collins, Lynne Schueler, Vernon and Corinne Bancroft, Rosalie Carlson, Eddie Engstrand, Raegan Wagner, Lindsay Janke, Amanda Honnold, Katera O'Rourke.

... and justice for all

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Introduction

This publication is the rule book for 4-H'ers, 4-H leaders, county extension staff, show managers, judges, and others responsible for planning and conducting 4-H horse shows throughout Iowa. The rule book is to be used to set up classes, establish show rules, and for general show management. This publication of rules will govern at both Iowa county and state fair shows.

Requirements of the Equine Project

Every 4-H horse show in the state must meet the identification and/or lease requirements of the 4-H Horse Project as outlined in 4H 202, "Iowa 4-H Livestock Identification, Weighing, and Exhibiting Requirements for County, State, and Interstate Shows." In planning such events, officials should emphasize experiences for 4-H members that will contribute to their life skill development.

Use of the 4-H Club Name and Emblem

The use of the 4-H club name and emblem is regulated by federal law. This law states that only activities or programs under supervision of Cooperative Extension may use the 4-H club name and emblem. Therefore, any district, area, or state 4-H horse show must be approved by the director to 4-H Youth Development or a designated representative.

Local and county 4-H shows must be approved by the county extension staff. Shows sponsored by other organizations or individuals and shows that do not provide separate classes for 4-H'ers are not permitted to use the 4-H club name and emblem. In such cases, the title "Junior Horse Show" or a similar name should be used.

4-H Equine Project Goals

1. To gain the personal skills of decision making, communication, leadership, and citizenship.
2. To experience the pride of owning a horse or pony and being responsible for its care and management.
3. To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
4. To learn skill in horsemanship and to understand the business of breeding, raising, and training horses.
5. To increase knowledge of safety precautions needed to prevent injury to you, to others, and their mounts.
6. To promote greater love for animals and a humane attitude toward them.
7. To be better prepared for citizenship responsibilities by working in groups and supporting community horse projects and activities.
8. To teach good sportsmanship in a friendly, competitive atmosphere.

Iowa 4-H Youth Code of Ethics

Below is the Code of Ethics that 4-H members agree to abide by.

Youth are expected to be sincere, honest and act in sportsmanlike ways at all times. Youth represent the entire program and their behavior reflects on their parents, leaders, club and the entire youth program. All adults involved with the youth program, leaders as well as parents, are expected to set positive examples and serve as positive role models by what they say and do. Any youth who breaks the Code of Ethics or allows another person (adult or peer) to talk them into violating the Code of Ethics agrees to forfeit all prizes, awards and premiums. The youth may also be prohibited from exhibiting at this and future exhibitions including the Iowa State Fair and other county, state or regional exhibitions.

Youth agree to follow these guidelines:

1. I will do my own work, appropriate for my age and physical and mental development. This includes research and writing of exhibit explanations, preparing exhibits (such as sewing, cooking, refinishing, etc.), care and grooming of animals, etc. Adult assistance should help guide and support me, not do it for me.
2. All exhibits will be a true representation of my work. Any attempt to take credit for other's work, alter the conformation of animals, or alter their performance is prohibited. Copyright violation or allowing others to complete your exhibit is considered misrepresentation and is prohibited.
3. I will treat all people and animals with respect. I will provide appropriate care for animals.
4. I will present exhibits that are safe for consumption. All food exhibits will be safe to exhibit and for judges to evaluate. Other exhibits will be safe for judges to evaluate and for exhibition.
5. All food animals that may be harvested immediately following the show shall be safe for consumers, and shall have met all withdrawal times for all medications, and be free of violative drug residue.
6. If any animal requires medical treatment while at the fair or exhibition, only the Official Fair Veterinarian may administer the treatment. All medications that are administered shall be done according to the label instructions of the medication used.
7. My animal's appearance or performance shall not be altered by any means, including medications, external applications, and surgical procedures. Any animal that is found to have changed its appearance or its performance

shall be disqualified from the show, and have penalties assessed against the exhibitor, parent and/or guardian by the management of the fair or exhibition.

8. I will follow all ownership and possession rules and, if requested, will provide the necessary documentation.
9. I will follow all livestock health requirements for this fair or exhibition, according to the state health requirements as printed in the Premium Book of the fair or exhibition. I will provide animal health certificates from a licensed veterinarian upon request from the management of the fair or exhibition.
10. By my entering an animal in this fair or exhibition, I am giving consent to the management of the fair or exhibition to obtain any specimens of urine, saliva, blood, or other substances from the animal to be used in testing. If the laboratory report on the analysis of any sample indicates a presence of forbidden drugs, this shall be evidence such substance has been administered to the animal either internally or externally. It is presumed that the sample tested by the laboratory to which it is sent is the one taken from the animal in question, its integrity is preserved and all procedures of said collection and preservation, transfer to the laboratory and analysis of the sample are correct and accurate and the report received from the laboratory pertains to the sample taken from the animal in question and correctly reflects the condition of the animal at the time the sample was taken, with the burden on the exhibitor, parent and/or guardian to prove otherwise.
11. I am responsible for my exhibit and I will not allow others to violate this Code on my behalf. By my entering an exhibit in this fair or exhibition I will accept any disciplinary action taken by the management of this fair or exhibition for any violation of this Code of Ethics and any other rules of competition of the fair or exhibition without recourse against the fair or exhibition.
12. I want my exhibit to be an example of how to accept what life has to offer, both good and not so good, and how to live with and learn from the outcome.
13. I will not be involved in any illegal activities while participating in 4-H and FFA events, including but not limited to alcohol, tobacco or drug use.

I agree to conduct myself in an honest, ethical, and upstanding manner and I understand that disciplinary actions will result if these rules are violated. I understand that I am expected to represent the program in a positive manner. I have read, understand, and agree to follow this Code of Ethics, and any other rules of competition of the fair or exhibition as printed in its Premium Book.

Identification Requirements

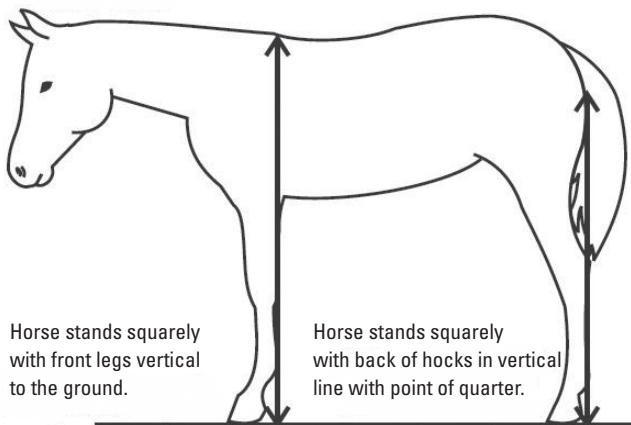
1. Any horse, mule, donkey, miniature horse, or pony to be shown at a 4-H show must be properly identified in 4hOnline by May 15. State Fair eligible animals must also have photos uploaded to 4hOnline by May 15. 4-H'ERS ARE LIMITED TO FIVE TOTAL ANIMALS TO IDENTIFY AND, OF THOSE, A MAXIMUM OF TWO HORSES CAN BE LEASED. Leased animals MUST have lease form completed and uploaded to 4hOnline by May 15. Only riding or driving animals are eligible for lease; horses in halter or conformation classes must be owned by the 4-H'er. Refer to publication 4H 202 for more details on ownership and identification requirements.
2. A colt or filly foaled after June 1 is eligible for show during the current year only if it is the foal of a regularly enrolled 4-H project mare and is shown in a mare and foal class. Male weanlings may be shown, but yearlings and other stallions are ineligible for 4-H shows.
3. It is the responsibility of the owner to designate the type of the horse and/or pony. PONIES are any equine under 14.1 hands. A HORSE is any equine 14.1 hands and over (14.1 hands equals 57 inches). Ponies that are shod will have one-half inch deducted from height. POA height cards will be accepted. EXCEPTION: If you have horse breed registration papers, you are allowed to classify the animal as a horse. Example – if a Quarter Horse is 14.0 hands and is registered with AQHA, the equine can be classified as a horse. Registration papers must be provided at check-in time.

Measurement of Animals

1. Stand the animal on a smooth, level solid surface (i.e., cement, plywood) in such a position that the front legs are vertical and the back of the hocks are in a vertical line with the point of the animal's hindquarter.
2. For ponies, the head is to be held low enough to reveal the highest point of the withers. With the animal in this position, measure the vertical distance from the highest point of the withers to the ground, using the arm of the measuring standard.
3. For miniatures, the head and neck shall be in a natural position, facing forward. With the animal in this position, measure the vertical distance from the last hair of the mane to the ground, using the arm of the measuring standard. Differentiate between short body hair and mane hair to determine measuring point.
4. The standard must be a straight, unbendable stick and should be provided with a plumb bob or spirit level to make sure the standard is perpendicular from withers to the ground and that the crosspiece is parallel with the ground surface.

Measuring a Horse

Head lowered only enough to see highest point of withers.



General Horse Show Rules

1. Rules in this book take precedent over all other rules. American Quarter Horse Association (AQHA) will be used for any Western, hunt seat, or timed events. Hunt seat and jumping rules not governed by AQHA will be governed by United States Equestrian Federation (USEF) rules. Saddle seat rules not covered in this book will be governed by USEF. Miniature horse rules not covered in this book will be governed by the American Miniature Horse Association (AmHA). Additional rule books used to develop this book are from Ponies of the Americas (POA), Pinto Horse Association of America (PtHA), National Reining Horse Association (NRHA), and National Snaffle Bit Association (NSBA).
2. **Pleasure classes:** All exhibitors must have their horses under complete control at all times. Horses must enter the ring unassisted and the gate must be closed before starting the class or course. Riders will not be allowed to leave the ring until their horses are walking under control. (No horses will gallop into or out of the show ring since this endangers other exhibitors and spectators, and will result in disqualification.) Riders having difficulty in the ring and desiring to leave should request permission to be excused from the ringmaster or judge.

3. Timed classes:

- 4-H'ers must be mounted when entering the arena. All exhibitors must have their mounts under complete control at all times. No assistance to either horse or rider is permitted up to or past the arena gate. If an exhibitor/horse is assisted in any manner, the exhibitor shall automatically be disqualified.
- The gate must be closed before the rider can begin the course or riders will receive a five-second penalty.
- Horses leaving the ring in timed events must dismount before exiting or they are disqualified.
- Reruns will not be allowed in instances of equipment failure. When exhibitor equipment failure causes a delay or a run to be discontinued, the judge will disqualify the entry, except in working hunter and jumping classes.

4. What constitutes an unruly horse that will be excused from the arena? Listed below are some examples that may occur when the horse is being led or ridden.

- A runaway horse
- Bucking
- Rearing
- Kicking other horses
- Biting other horses

5. Show managers or judges reserve the right to refuse an exhibitor entry into any class or event if they deem entry unsafe for the exhibitors or other exhibitors' animals. All show officials have the authority and must dismiss from the ring any entry that is unruly or not in sufficient control for the safety of the handler or other exhibitors.

6. Each exhibitor shall be identified by a number pinned on his or her back (halter, driving, in-hand, bareback, and showmanship classes) or duplicate numbers, one on each side of the saddle blanket (all riding classes). **Any exhibitor failing to display a number or displaying the wrong number will be disqualified.**

7. All exhibitors and animals must meet state health requirements pertaining to county and state shows.

8. **Policy on alcohol:** All exhibitors are expected to be cooperative, courteous, and good 4-H representatives while participating in 4-H events. Use or possession of drugs or alcoholic beverages while at a 4-H event will result in disqualification of the exhibitor's entries or discontinued participation of the 4-H'er in the event, or both. Refer to the "Iowa 4-H Youth Code of Ethics" on pages 8 and 9 for full details.

9. Delay of classes:

- In classes in which equines compete collectively, a warning is issued and the in gate is closed at the end of the one-minute call.

- If a class in which equines compete together is in progress and must be stopped due to a storm, it is recommended that the class be held over in its entirety and no consideration will be given to the performance during the original session.
10. **In the situation of a class being split, the call-back entries will not receive a lower ribbon placing in the finals than what they earned in their first go-round.**
 11. Judges' decisions are FINAL.
 - All horses and ponies cannot win, so the judge's decision, on whatever it may be, should be accepted in the true spirit of sportsmanship and 4-H. When an exhibitor or exhibitor's parent, leader, or staff member is guilty of unsportsmanlike conduct, show managers and/or the judge may suspend such exhibitor's rights to participate in future classes or shows for such period as deemed appropriate. The exhibitor's parent, leader, friend, or agent can and will be barred from the show grounds for unsportsmanlike conduct or improper behavior.
 - In any approved class, the judge shall have the authority to require the removal or alteration of any piece of equipment that, in the judge's opinion, is unsafe, would tend to give a horse an unfair advantage, or is inhumane. Prohibited equipment mandates disqualification.
 12. Legal equipment is described in rules governing specific classes. If a qualified person is appointed by the show management, that person may stop exhibitors with incorrect equipment before competing, as the judge will disqualify exhibitors with illegal equipment. It is the responsibility of the exhibitor to check with show officials regarding questionable equipment prior to the start of the class.
 13. Exhibitors shall act respectfully and be courteous at all times. Unnecessary roughness or discourtesy should disqualify the exhibitor from further competition for the entire show. Good sportsmanship will prevail. Exhibitors shall not strike or hit the horse or pony forward of the cinch with any object including hands. No abuse of horses will be tolerated. Exhibitors must keep their horse under control or be excused from the ring. Courtesy is mandatory—no exceptions.
 14. **Exhibitor etiquette:** 4-H'ers should always be good sports and show good character traits. Show ring etiquette demonstrates your concern for your horse and other 4-H'ers. Suggestions are on the next page.

Warm-up ring

- Always watch where you are going.
- Always pass to the inside.
- Don't cut people off and if you walk, walk off the rail so others can get by.
- If you must stop for tack adjustment or for the rider's needs, come to the center of the ring to do so.
- A red ribbon in a horse's tail denotes that a horse may kick when crowded. Please use caution.

Before you enter your class

- Check your girth and make sure your reins are the right length, so you go into the class prepared.
- Be ready to go in as soon as the gate opens.

In your class

- Keep your horse on the rail, unless you have to pass. Pass on the inside and then get back to the rail when it is safe to do so without cutting off the horse you have passed.
- You should be at least two horse lengths behind the horse in front of you.

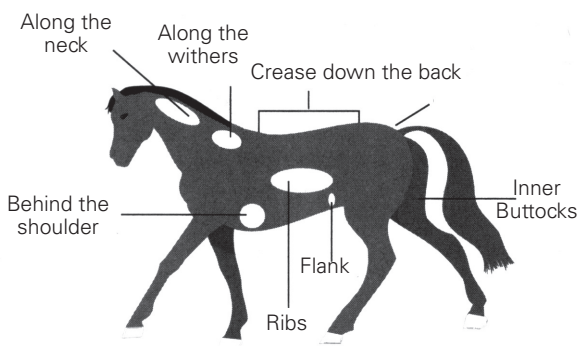
Animal Care

1. The exhibitor is responsible for a horse's condition and presumed to know all the rules and regulations of the Iowa 4-H Horse Show, and the penalty provisions of said rules. The voluntary action in entering a horse or exhibiting one in an approved show, and the exhibitor's responsibility for the condition of the horse, makes him or her eligible for disciplinary sanctions, whether or not he or she had actual knowledge of the presence of a forbidden drug, directly participated in the administration thereof, innocently miscalculated its retention time in the horse's system, or any other reason for its presence is established.
2. **Lameness:** THIS SECTION SHALL GOVERN WHENEVER LAMENESS IS DISCUSSED HEREIN. The judge shall examine and check for lameness of all horses brought into any class. The judge has the authority to excuse any horse from the class, due to lameness, at any time while being judged. This is essential regardless of whether or not the competition indicates it is necessary. Obvious lameness shall be cause for disqualification. Obvious lameness is described as follows:
 - Consistently observable at a trot under all circumstances
 - Marked nodding, hitching, or shortened stride
 - Minimal weight-bearing in motion and/or at rest and inability to move

3. Body condition score:

- The judge and/or show committee shall examine and check for body condition of all horses brought to a show. The judge and/or show committee has the authority to excuse any horse from the class, due to a body condition score of 3 or less, at any time while being judged. This is essential regardless of whether or not the competition indicates it is necessary.
- The body condition score method uses sight and touch to evaluate the amount of fat over the loin, ribs, tail head, withers, neck, and shoulders. Scores range from 1 to 9 with 1 being emaciated and 9 being fat.

Body Condition Score Method



Body Condition Scores

Score: 1 Condition: Poor

Description: Animal extremely emaciated. Spinous processes (upward projections) of lumbar and thoracic vertebrae, ribs, tail head, point of hips and point of buttocks project prominently; bone structure of withers, shoulders, and neck easily noticeable; no fatty tissue can be felt.

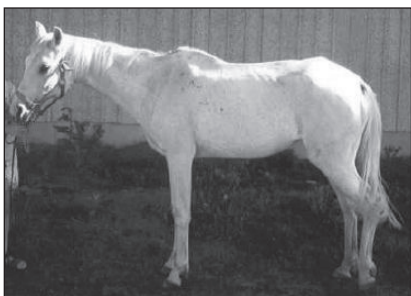


Score: 2 Condition: Very Thin

Description: Animal emaciated. Slight fat covering over the base of backbone; transverse processes (side projections) of the lumbar vertebrae feel rounded; spinous processes, ribs; tail head, and point of buttocks and point of hips prominent; withers, shoulders, and neck structures faintly discernible.

**Score: 3 Condition: Thin**

Description: Fat built up about halfway on the spinous processes; transverse processes cannot be felt; slight fat cover over the ribs; spinous processes and ribs easily seen; tail head prominent, but individual vertebrae cannot be identified visually; point of buttocks appear rounded; point of hips not distinguishable; withers, shoulders, and neck accentuated.

**Score: 4 Condition: Moderately Thin**

Description: Slight ridge along back; faint outline of ribs seen; tail head prominence depends on conformation, but fat can be felt around it; point of hip not seen; withers, shoulders, and neck accentuated. Many racing Thoroughbreds have a body condition score of 4.



Score: 5 Condition: Moderate

Description: Back is flat (no crease or edge); ribs not visually distinguishable but easily felt; fat around tail head beginning to feel spongy; withers appear rounded over spinous processes; shoulders and neck blend smoothly into body.



Score: 6 Condition: Moderate to Fleshy

Description: May have slight crease down back; fat over ribs spongy; fat around tail head soft; fat beginning to be deposited along the side of withers, behind shoulders, and along neck.



Score: 7 Condition: Fleshy

Description: May have crease down back; individual ribs can be felt, but there is noticeable filling between ribs with fat; fat around tail head soft; fat deposited along withers, behind shoulders, and along neck.



Score: 8 Condition: Fat

Description: Crease down back; difficult to feel ribs; fat around tail head very soft; area along withers filled with fat; area behind shoulder filled with fat; noticeable thickening of neck; fat deposited along inner thighs.

**Score: 9 Condition: Extremely Fat**

Description: Obvious crease down back; patchy fat appearing over ribs; bulging fat around tail head, along withers, behind shoulders, and along neck; fat along inner thighs may cause them to rub together; flank filled with fat. Hennecke et al., Equine Vet. J., 15(4):371.

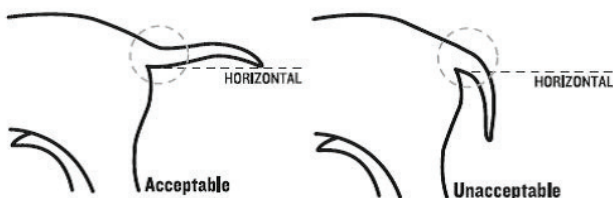


Prohibited Conduct

1. **Unsportsmanlike conduct:** Unsportsmanlike conduct or any other form of misconduct that is irresponsible, illegal, indecent, profane, intimidating, threatening, or abusive is prohibited. Show management may immediately expel individuals exhibiting unsportsmanlike conduct from show.
2. **Inhumane treatment:** Inhumane treatment of any horse or any other animal on show grounds is strictly prohibited. Treatment of any horse will be considered inhumane if a person, educated or experienced in accepted equine training techniques, would perceive the conduct of an individual to be inhumane. Inhumane treatment includes, but is not limited to:
 - placing an object in a horse's mouth so as to cause undue discomfort or distress;
 - leaving a bit in a horse's mouth for extended periods of time so as to cause undue discomfort or distress;
 - tying a horse up or around in a stall in a manner as to cause undue discomfort or distress;
 - longeing or riding in a manner as to cause undue discomfort or distress;
 - tying or fastening any foreign object onto a horse, halter, bridle, and/or saddle in order to de-sensitize the horse;
 - use of training techniques or methods such as poling or striking a horse's legs with objects;
 - excessive spurring or whipping;
 - excessive jerking of reins;
 - use of prohibited equipment, including, but not limited to, sawtooth bits, hock hobbles, tack collars, or tack hackamores;
 - use of any item or appliance that restricts movement or circulation of the tail;
 - exhibiting a horse that appears to be sullen, dull, lethargic, emaciated, drawn, or overly tired;
 - intentional or negligent treatment that results in any bleeding;
 - withholding feed and water for prolonged periods; or
 - showing a horse with raw sores or blood anywhere will result in disqualification.
3. **Prohibited assistance:** If an exhibitor, while inside the show arena or show ring, is assisted in any manner by another person or provides assistance in any manner to another person, the exhibitor shall automatically be disqualified. This rule does not apply to an exhibitor that assists another exhibitor if such assistance was necessitated for the safety of competing exhibitors or horses as determined by the judge; however, the exhibitor in need of such assistance shall be disqualified.
4. **Prohibited medication, drug, mechanical device, or artificial appliance:**

- No person shall administer internally or externally to a horse, either before or during an approved event, any medication, drug, mechanical device, or artificial appliance that is of such character as could affect its performance or appearance in the event. Upon discovery of administration of such drug, medication, mechanical device, or artificial appliance, show management shall immediately disqualify the horse. Any action or substance administered internally or externally, whether drugs or otherwise, that may interfere with the testing procedure or mask or screen the presence of such drug is forbidden. Consequences will be determined by show management.
- Presence of such medication or drug in a horse participating in an Iowa 4-H Horse Show event shall, in addition to disqualification by the show management, be grounds for state 4-H Youth Development officials to bar the exhibitor and horse from participation in future 4-H horse shows for such period as determined appropriate and, upon request, the owner shall deliver the horse's identification papers to the respective county extension office to be held during the period of the horse's suspension from participation. Although ownership of the horse may, thereafter, be transferred to another party, the transfer of ownership will not dissolve or shorten the term of the suspension.
- It is presumed that the sample of urine, saliva, blood, or other substance tested by the approved laboratory to which it is sent is the one taken from the horse in question, its integrity is preserved, and that all procedures of the same collection and preservation transfer to the laboratory and analysis of the sample are correct and accurate. The report should show in which class the horse was entered, with the burden on the exhibitor or other responsible party to prove otherwise at any hearing in regard to the matter conducted by state 4-H Youth Development officials.
- Every exhibitor shall, upon request of the show management or advisory committee, permit a specimen of urine, saliva, blood, or other substance to be taken for testing under supervision of an approved veterinarian. Refusal to comply with such request shall constitute grounds for immediate disqualification of the horse from further participation at the show and shall bar the horse from participation in future Iowa 4-H horse shows for such period as determined by the state 4-H Youth Development program. If the laboratory report on the chemical analysis of saliva, urine, blood, or other sample taken from the horse indicates the presence of a forbidden drug or medication, this shall be taken as prima facie evidence that such substance has been administered to the horse either internally or externally.

5. **Alteration of tail function:** For the purpose of this rule, normal tail function is defined as “being able to raise the tail to or above the horizontal plane.” See diagram below.



Danish Award System

The Danish system of judging is designed to give 4-H'ers a feel for their level of presentation in a specific class. The Danish system judges the participants against a set standard for the specific competition and not against the other participants. Judging against a standard is designed as an educational tool. The purpose is to allow the participant to know what needs to be worked on and what they have done well, regardless of who they are competing against. This also allows 4-H members recognition for their hard work, and helps them recognize the need to improve their skills. This system allows a judge to communicate to the participants if more work needs to be done to get their performance to a level that meets standard, and also allows a judge to reward a well-executed performance even if other competitors had higher scores.

The judge will place exhibitors in one of four ribbon placing groups based on how well their performance compared to that of an ideal performance or breed standard. The ribbon groups and their significance are:

Grand or Reserve Champion – Top overall exhibitors.

Purple – An outstanding entry that meets all of the class requirements. The entry contains few, if any flaws. At the judge's discretion, top purples may be awarded for truly exceptional entries.

Blue – A very good entry that meets all of the class requirements. The entry contains few flaws and is well above minimum standards.

Red – A good entry that meets all of the class requirements. The entry is slightly above or at minimum standards. Although displaying good effort, the entry contains several flaws.

White – An average entry that meets the requirements of the class but is well below minimum standards. The entry contains several flaws and considerable room for improvement exists.

NOTE: Exhibitors going into final rounds when a class has been split should not receive a lower ribbon placing in the finals than was given in their initial go-round.

Iowa 4-H Horse Show Classes

Halter Division

Appearance of Exhibitor

1. Exhibitors should wear attire appropriate to match the breed of their horse (i.e., Western or English). In Western halter and showmanship classes, the exhibitor is expected to wear a cowboy hat.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. Chaps, spurs, ball caps, tank tops, T-shirts, or jersey-type shirts ARE NOT to be worn.
5. Failure to wear appropriate attire will result in dropping of a ribbon group.
6. **Western attire:**
 - Dark blue jeans without holes must be worn. A belt is required.
 - Western boots must be worn. (Fashion heels are prohibited.)
 - A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind including, but not limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.
7. **English attire:**
 - Hunt seat type helmet must be worn.
 - Exhibitors must wear hunt coats of traditional colors such as navy, dark green, gray, black, or brown. Maroon and red are improper.
 - Breeches (or jodhpurs) are to be of traditional shades of buff, khaki, canary, light gray, or rust.
 - Shirts of any color with tie or choker are preferred.
 - Hair must be neat and contained (as in net or braid).
 - Exhibitors must wear high English boots or paddock (jodhpur) boots of black or brown.

Appearance of Horse Per Breed Standard

1. The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed, and in good condition. Tail hair attachment may not be attached in any way to the tail bone. The mane, tail, forelock, and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or Western. RED ribbons are allowed only in tails of horses that kick except for draft mules and saddle seat horses. The length of mane and tail may vary, as long as they are neat, clean, and free of tangles. The bridle path, eyebrows, and long hair on the head and legs may be clipped.
2. Supplemental hair in mane and tail is permitted in any division.
3. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with clear hoof dressings, or shown naturally.
4. Surgical alteration:
 - Any surgical or inhumane procedure that could affect the performance of a horse/pony or alter its natural conformation or appearance is prohibited, except for the sole purpose of protecting the animal.
 - Upon discovery of administration of prohibited surgical procedures, show management shall disqualify the horse and report the matter to the state 4-H Youth Development office.
 - A judge may, at his or her discretion, penalize a horse/pony for a seemingly "dead" tail that merely dangles between the legs and does not show normal response.

Halter Classes

General Halter Judging

1. The judge should be aware of the fact that not all conformation types are traditionally shown in the same manner. Whereas stock types usually walk into the ring, hunter types may enter at a walk or a trot, at the judge's discretion, but must be trotted past the judge to allow assessment of soundness and length of stride. Saddle types are normally brought into the ring at a trot as that gait is an important aspect of its conformation type.
2. Entries are to be judged on conformation type, quality, and way of going with attention to the type of conformation and associated expectation in the case of classes not divided by type, and in the case of classes with separate sections for the four types. In judging hunter type halter horses, movement must be considered and suitable for purpose.
3. Transmissible weakness and/or unsoundness are to be counted strongly against the horse.
4. Horses are to be shown in-hand at a walk and jog or trot.
5. Exhibitor apparel should match the style of class.

Appointments

Stock Type Halter

1. Stock type entries are shown in a plain or silver halter and lead shank. No assistants are permitted in ring.
2. Stock entries will stand squarely on all four feet.

Hunter Type Halter

1. Hunter type entries are shown in a snaffle bridle or leather halter and lead shank. In hunter type halter classes, decorative silver bridles and silver halters are prohibited. No assistants are permitted in the ring. Hunt whip or crop may be carried. Hunter type horses shall stand either in the traditional hunter position, with front feet square and hind feet offset, or square.
2. In hunter type halter, movement must be considered and suitable for purpose.

Saddle/English Type Halter

1. Saddle type entries are shown in a show bridle with lead shank, curb bit, or halter with lead shank. One assistant is allowed as a trailer in classes for saddle type only. Assistants are not allowed in classes where types are mixed. Whip is optional for handler and assistant.
2. Handlers shall be penalized for excessive use of a whip or whipping actions that disturb any other entrant. Penalties may range from a warning to expulsion from the class.
3. Whips shall be slightly flexible and up to 72 inches in length, including lash.
4. Appendages will consist of a small, empty plastic or paper bag or ribbons.
5. Saddle type entries may display a stretched or parked position when standing. It is recommended that the front legs be perpendicular to the ground or only moderately ahead (one step) of the perpendicular. When hind legs are placed behind the body it should be done without exaggeration or in any manner that would distort the horse's conformation. Judges may ask for repositioning of the horse.

Horse Conformation Types

1. Stock type horse: The stock type horse is a horse of predominantly Quarter type breeding and conformation suitable for Western, hunter seat, and a variety of other events.
2. Hunter type horse: The hunter type horse is a horse of predominantly Thoroughbred and approved European Warmblood breeding suitable for hunter, Western, and a variety of other events.
3. Saddle type horse: The saddle type horse is a horse of predominantly saddle (i.e. Saddlebred, Morgan, Hackney), or Tennessee Walking Horse breeding, displaying high head carriage and the animated, high action of these

breeds and is suitable for Western, saddle, hunter seat, driving, and a variety of other events.

Showmanship Division

1. The showmanship class shall be designed to evaluate the exhibitor's ability to execute, in concert with a well-groomed and conditioned horse, pony, donkey, or mule, 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.
2. It is mandatory that the judge post any pattern(s) to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the finals pattern may be posted. 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.
3. Class procedures: All exhibitors may 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. 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 (one-quarter), 180 (one-half), 270 (three-quarters), or 360 (full turn) degrees or any combination or multiple of these turns. The judge must have exhibitors set the horse up squarely for inspection sometime during the class. Pull turns must be 90 degrees or less.
4. Showmanship whips (dressage whips, etc.), war bridles, or like devices will not be allowed.
5. Scoring: Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:
 - + = Above Average
 - $\sqrt{+}$
 - $\sqrt{=}$ = Average
 - $\sqrt{-}$
 - - Below AverageAn additional + (excellent) or – (well below average) may be given.
6. Overall presentation of exhibitor and horse: The exhibitor's overall poise, confidence, appearance, and position throughout the class and the physical appearance of the horse will be evaluated.

a. Presentation and position of exhibitor

- Appropriate Western or English attire must be worn. Clothes and person are to be neat and clean. The use of any type of artificial aid including, but not limited to, lighters, hay, dirt, and sharp pins will be considered a disqualification.
- Exhibitors should be poised, confident, courteous, and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. Exhibitors should continue showing their 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.
- 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.
- 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.
- The position of exhibitors when executing a turn to the right is the same as the leading position except that the exhibitors should turn and face toward the horse's head and have the horse move away from them to the right.
- When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest, still maintaining slight bend in the elbow, and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the horse's left front leg.
- 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. The exhibitor is required to use the Quarter Method or Breed Appropriate Inspection Method when presenting the horse. Exhibitors 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, exhibitors 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.

- Leading, backing, turning, and initiating the setup should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. Exhibitors should not touch the horse with their hands or feet or visibly cue the horse by pointing their feet at the horse during the setup.

b. Presentation of horse

- 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, except where government regulations prohibit.
- Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with clear hoof dressings, or shown naturally.
- Tack should fit properly and be neat, clean, and in good repair.

c. Performance of horse

- 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. A severe disobedience will not result in a disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Excessive schooling or training, willful abuse, loss of control of the horse by the exhibitor, failure to follow prescribed pattern, and knocking over or working on the wrong side of the cones shall be cause for disqualification.
- The horse should be led directly to and away from the judge in a straight or curved line and track briskly

and freely at the prescribed gait as instructed. The horse's head and neck should be straight and in line with the body.

- The stop should be straight, prompt, smooth, and responsive with the horse's body remaining straight.
- The horse should back up readily with the head, neck, and body aligned in a straight or curved line as instructed.
- Pull turns to the left should be 90 degrees or less. On turns of greater than 90 degrees, the ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. Exhibitors should not be penalized if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.
- 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 square.

7. **Faults:** 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 faults

- Break of gait at walk or jog/trot for one stride
- Sliding a pivot foot or lifting foot and replacing in same place

B. Major faults

- Not performing gait or not stopping within 5 feet of designated area
- Break of gait at walk or jog/trot for more than one stride
- Splitting the cone
- Picking up a pivot foot
- Picking up a foot after presentation
- Over/under turning one-eighth to one-quarter of designated turn

C. Severe faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)

- Out of position during presentation
- Exhibitors touching the horse or kicking or pointing their feet at the horse's feet during set up
- Standing directly in front of the horse
- Loss of lead shank or holding chain or two hands on shank
- Severe disobedience including rearing or pawing; horse kicking at other horses, exhibitors, or judge; or horse continuously circling the exhibitor
- Leading on the off or right side of the horse

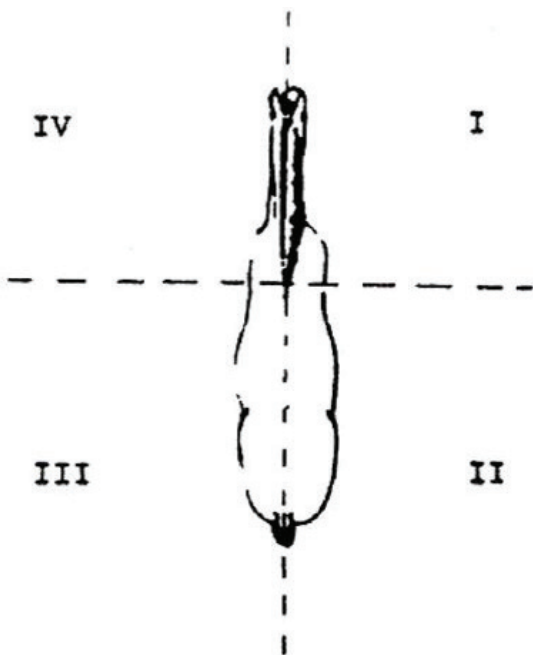
- Complete failure to move around horse by exhibitor and obstructing the judge's view
- D. Disqualifications (should not be placed)
- Loss of control of horse, including the horse escaping from the exhibitor, that endangers exhibitor, other horses or exhibitors, or judge
 - Exhibitor wearing spurs or chaps
 - Failure of exhibitor to wear correct number in a visible manner
 - Willful abuse
 - Excessive schooling or training, or use of artificial aids
 - Knocking over the cone or going off pattern
 - Wrong side of cone
 - Never performing specific gait
 - Overturning more than one-quarter of designated turn shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

FINAL SCORING shall be on a basis of 0–100, with an approximate breakdown as follows:

- 90–100 Excellent showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly, and precisely; demonstrates a high level of professionalism.
- 80–89 Above average performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman that commits a minor fault.
- 70–79 Average pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average showman that commits a minor fault.
- 60–69 Below average pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. An average showman that commits two minor faults in the performance of the pattern. An excellent showman that commits a major fault.
- 50–59 One major fault or multiple minor faults in the performance, presentation or position of exhibitor that precludes effective communication with the horse.
- 40–49 Severe fault, two or more major faults, or multiple minor faults in the performance or the execution of the pattern and demonstrates a lack of handling ability and knowledge of correct body position.
- 10–39 Exhibitor commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.

The Quarter Method

The following guidelines are meant to serve as an illustration of movement around the horse while showing in showmanship at halter. Imaginary lines bisect the horse into four equal parts as seen below. One line runs across the horse just behind the withers. The other imaginary line runs down the horse's centerline from head to tail. When the judge is in I, the handler should be in IV. As the judge moves to II, the handler should move to I. When the judge moves to III the handler moves to IV. As the judge moves up the horse to IV, the handler returns to I. This method is based on safety as the handler can keep the horse's hindquarters from swinging toward the judge should the horse become fractious. It also enables small exhibitors or exhibitors with a large horse to always keep the judge in their field of vision. If an exhibitor commits to using the Quarter Method, they should continue moving in accordance with this method throughout the class.



An exhibitor that has chosen to use the Quarter Method when working with horses side-by-side in a line should only use it when the judge is within two horses prior to or past the exhibitor's work. It is not necessary and is considered over-showing and a fault for the exhibitor to work off the judge's position when the judge is farther than two exhibitors prior to or past the exhibitor. The Quarter Method should be used continually when horses are lined up head-to-tail so that the exhibitor can maintain awareness of the judge's position at all times.

When moving around the horse, the exhibitor should stand in a natural, upright position portraying the mannerisms of a professional showman by avoiding excessive and animated body positions that draw attention. Exhibitors 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 of the horse. Leading, backing, turning, and initiating the setup should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. Exhibitors should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse.

Alternate Showmanship Classes

For counties that limit the number of times a youth can participate in showmanship, it is recommended that either a winner's showmanship class or a supreme livestock showman class be held.

1. Supreme livestock showman

- The supreme showman will be chosen in a round robin showmanship contest. Species that may be included in this round robin contest will be beef, dairy, goat, horse, sheep, and swine.
- There may be two exhibitors from each species (Champion and Reserve).
- The only change from basic showmanship contests will be that in the senior division the judge will select a Champion and a Reserve for each species.
- The Champion senior showman for each species will automatically qualify to be one of the exhibitors in the round robin contest.
- The Reserve champion and any senior showman champions from previous years that are still exhibiting in that specie will be eligible to compete for the other qualifying exhibitor from each species.
- There will be a one-minute rotation time to the next species until all species have been shown.
- All 14 selected exhibitors will show all 7 species. There will be a three- to four-minute showing time with a one-minute rotation time to the next specie until all species have been shown.
- Exhibitors must show the same animal they used to qualify for the supreme showman contest.
- The supreme showman will be selected on the basis of the total points scored. There is a maximum of 80 points. The scoring system will be as follows: 10 points for appearance of exhibitor and fitting and grooming of the animal brought to the ring. A maximum of 10 points for showing each species based on the following scoring scale:

- Excellent 10
- Above Average (9, 8, 7)
- Average (6, 5, 4)
- Below Average (3, 2, 1)
- You may qualify and win supreme showman only once in any one specie.
- If an exhibitor wins senior showmanship in more than one species in the same year, the exhibitor must choose which specie to enter in the round robin contest. Another exhibitor will then be selected to fill the specie not chosen.
- If an exhibitor has qualified for the Supreme Showmanship Contest by winning the current year senior showmanship or the second qualifying spot in any species, he or she will be ineligible to compete for the second qualifying spot in any other species.
- If no current year or previous senior champions qualify from a species, that species will not compete in the Supreme Showmanship Contest that year.

2. Winner's showmanship

- County showmanship classes should include divisions for either junior member/senior member or, for counties with more entries, the classes should be split as junior, intermediate, and senior members.
- Exhibitors should be allowed to win each division only one time.
- For exhibitors who have previously won division classes, a winner's showmanship class should be held. Therefore, entry books should read (in any order): Junior Showmanship/Senior Showmanship/Winner's Showmanship or Junior Showmanship/Intermediate Showmanship/Senior Showmanship/Winner's Showmanship. The winner's class will contain the previous years' original showmanship class winners. Example: If an exhibitor wins Junior Showman 2012, then this year they will compete in the winner's showmanship class until eligible for the next age category, senior showman (or some counties have three showman levels so the next level would be intermediate showman).

Yearling Longe Line

Purpose

The purpose of showing a yearling on a longe line is to demonstrate that the horse has the movement, manners/ expression/attitude, and conformation to become competitive under saddle. Therefore, the purpose of this class is to reward the following:

1. Quality of movement
2. Manners/expression/attitude
3. Conformation suitable to future performance

The horse should be judged with its suitability as a future performer under saddle in mind. This class should define what it means to be a “Western pleasure prospect” or “hunter under saddle prospect.” Because these are yearlings, they are not expected to demonstrate the behavior or quality of a finished show horse, but only that performance necessary for a reasonable presentation to the judge.

Class Format

The class will consist of two parts: (1) a longeing demonstration lasting 1½ minutes (90 seconds) and (2) a conformation inspection.

1. Show management should provide a five-minute warm-up period for all.
2. The use of a scribe for each judge is recommended.
3. The conformation inspection will occur prior to the longeing demonstration. Each entry will be walked into the arena to the judge and pause for evaluation individually. Entries will then trot off straight and around a cone and take a place on the wall inside the arena. All entries will be inspected in this fashion, and, as the trot off is administered, horses showing evidence of lameness should be excused from the class at that time. An example of the conformation pattern is illustrated on page 34. The longeing demonstration will begin at the sound of a whistle or other audible indicator when the horse has reached the perimeter of its circle. Time will not begin until the horse reaches this perimeter. When the signal to begin is given, the exhibitor will be allowed 1½ minutes (90 seconds) to present the horse at all three gaits in both directions. At the end of 1½ minutes, the signal will be given to signify the end of the demonstration. Show managers have the option of adding a signal halfway through if they choose.

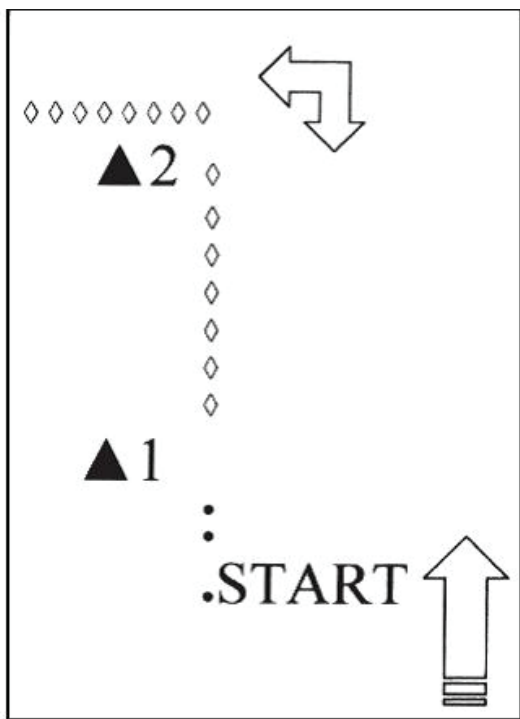
Equipment

1. Horses are to be shown in a halter. Either a regular or show type halter is acceptable.
2. For the longeing demonstration, the only attachment allowed to the halter is the longe line. The longe line may not exceed 30 feet in length with a snap attached to the halter. The longe line must hang free from the halter without touching any part of the horse. It is permissible to use a longe whip; however, disqualification will occur if the exhibitor blatantly strikes the horse with the whip to cause forward or lateral movement at any time during the longeing demonstration.
3. No other equipment is allowed on the horse during the class. Mechanical or retractable longe lines are not allowed.
4. For the conformation inspection, a lead shank, such as used in halter or showmanship classes, may be exchanged for the longe line prior to the longeing demonstration.

5. Exhibitors are not to be penalized for using regular halters and plain longe lines, nor are they to be rewarded for using show halters and plain longe lines, nor are they to be rewarded for using show halters and show longe lines. Only movement, manners/expression/way of going, and conformation are being judged.

Pattern for Conformation Inspection and Trot Off for Soundness

1. Horse is walked to first cone and pauses for conformation inspection.
2. After inspection, horse is trotted around second cone to the side of the arena.
3. Horse stops and retires to end of arena to wait for longeing demonstration.



Conformation & Equipment Inspection

Each horse is to be inspected by the judge for conformation, proper equipment, and evidence of abuse or inhumane treatment. Horses will not be allowed to show in illegal equipment or if there is evidence of abuse or inhumane treatment. It is mandatory that a trot off be administered by the judge in the conformation portion of the class prior to longeing. Horses that show evidence of lameness will be excused prior to the longeing demonstration.

Judging

1. Judge(s) will be outside the longeing circle. The exhibitor will enter the arena and await the audible start signal. When the signal is given, the exhibitor will be allowed 1½ minutes (90 seconds) to present the horse. At the end of the 1½ minutes, a signal will be given again to signify the end of the demonstration. Show managers have the option of adding a signal halfway through if they choose. (The signal may be a bell, whistle, or announcement.)
2. Once the class has started, horses warming up prior to their go may only warm up at the walk.
3. The horse will be scored at all three gaits in both directions. Western pleasure prospects are to show at the walk, jog, and lope. Hunter under saddle prospects are to show at the walk, trot, and canter. Any horse that does not exhibit these gaits in each direction will be disqualified from the class.
4. Additionally, judges shall immediately excuse any horse that exhibits obvious lameness at any time during the class.
5. Exhibitors may begin work in the direction of their choice (counterclockwise or clockwise).
6. At the end of the 1½ minutes (90 seconds), the signal will be given and the exhibitor shall, at the request of show management, retire from the longeing area to the far end of the ring. The horses are to stand quietly on the wall while the other exhibitors present their horse.
7. The horses are to be judged on movement (34 points), manner/expression/attitude (14 points), conformation (6 points) suitable to their purpose, and use of circle (6 points).
8. If the horse is playing on the longe line, it shall not count against the horse. The judge will, however, penalize the horse for excessive bucking, running off, stumbling, or displaying attitudes that are uncomplimentary to pleasure horses. Falling down will constitute disqualification.
9. Exhibitors are encouraged to exhibit their horse making full use of a 25-foot radius circle, as they will be scored on this.
10. The conformation inspection will occur as the horse is walked into the arena prior to the longeing demonstration at which the judge will evaluate the horse for conformation suitable for future under saddle performance.
11. The judge may not discriminate for or against muscling, but rather look for a total picture, emphasizing balance, structural correctness, and athletic capability.

Scoring

1. The horses with the highest scores are the winners, with a maximum possible total score of 60 and 30 being average. The judges have the sole discretion to use their own personal preference to break any ties in total points.
2. The show management is responsible for re-certifying all scores and totals. If errors in tabulation have occurred, they should be immediately corrected and new placings announced at the event.
3. One key element in accurately describing the scoring of the entire run to the exhibitor is the judge's scribe.
4. Movement will count for 34 points of the total score.
 - Walk: The walk will be scored on a scale of 1 to 3 in each direction, with 2 being average. The horse must be walked long enough for the judge to have sufficient time to evaluate and score the walk. Lower gait scores should reflect stumbling in the gait.
 - Jog or trot: The jog/trot will be scored on a scale of 1 to 7 in each direction. Using a 25-foot radius, the horse should jog or trot a minimum of one-half circle both directions of the ring. Lower gait scores should reflect stumbling in the gait.
 - Lope or canter: The lope/canter will be scored on a scale of 1 to 7 in each direction. Using a 25-foot radius, the horse should lope or canter a minimum of one full circle both directions of the ring. Lower gait scores should reflect stumbling in the gait.
 - Use of circle: Scores for all gaits in both directions should reflect positive, consistent use of the 25-foot radius circle. Extra credit will be given for full, extended use of the circle on a slightly loose line. Lower gait scores should reflect lack of full use of the circle.
5. Manners/expression/attitude will count for up to 14 points of the total score. Horses will be penalized for obvious signs of overwork and sourness such as ear pinning, head throwing, striking, tail wringing, or a dull, lethargic manner of going. They will also be penalized for dangerous behavior such as excessive bucking, cutting into the circle, or running off. In addition, incidentally touching the horse with the whip, cross cantering, balking, backing up on the longe line, and excessive urging from the exhibitor should be penalized accordingly.
6. Conformation will count for up to 6 points of the total score. The horse will be judged on conformation suitable to future performance as a Western pleasure or hunter under saddle competitor. The judges should look for a total picture, emphasizing balance, structural correctness, and athletic capability. Performance conformation will be judged on a scale of 1 to 6.
7. Consideration will be given to how well or how poorly the horse/exhibitor team uses the 25-foot radius

longeing circle. A separate box on the scorecard is available to indicate an overall score up to 6 points (1 to 3 each direction) for use of the circle. It is the judge's responsibility to evaluate the circles and incorporate use of the circle in the gait scores based on the following scale:

- +2 points (average use of the circle)
 - a) Horse consistently stays on the perimeter of the circle with slight looseness in the line.
 - b) Horse turns around on the circle perimeter.
- +1 point (adequate use of the circle)
 - a) Horse is only slightly inconsistent in using the 25-foot radius circle.
 - b) Horse is shown in a circle radius of less than 25 feet.
- 0 points (general use of the circle)
 - a) Horse is shown with a potentially dangerous slack in the line.
 - b) Horse pulls exhibitor out of the circle.

8. Other scoring considerations: This class should be looked upon as a class that defines what it means to be a "pleasure prospect" or "hunter prospect" suitable to become a future performer under saddle. Therefore, attitudes and attributes that contribute to becoming a future performer will be rewarded within the gait scores. Higher gait scores will reflect:

- Above average to exceptional manners, expression, alertness, responsiveness, and pleasant attitude
- Above average to exceptionally smooth transitions between gaits
- Above average to excellent cadence and consistency at all three gaits

9. Penalties and disqualifications:

- a) A five (5)-point penalty will occur per the following:
 - Failure to walk less than two horse lengths
 - Failure to jog/trot a minimum of one-fourth of a circle
 - Failure to demonstrate the correct lead for a minimum of one-fourth of a circle
- b) Disqualification will occur in the following instances:
 - When a horse shows evidence of lameness
 - When an exhibitor blatantly strikes a horse with the whip during the longeing demonstration, causing forward or lateral movement
 - When a horse falls to the ground (shoulder and/or hip and/or underline touches the ground)
 - When a horse steps over or becomes entangled in the longe line
 - When an exhibitor fails to show at all three gaits in both directions
 - When an exhibitor loses control of the horse to the point that the horse is loose in the arena
 - When an exhibitor shows disrespect toward the judge(s)

Performance Classes

General Rules

1. In any performance class, the judge:
 - Shall not call exhibitors off the rail at any gait other than a walk, where horses are worked on the rail.
 - May, at his or her discretion, require the backing of only the finalists in the class where backing is required.
 - May, at his or her discretion, penalize a horse anytime it is ridden with a bosal or bit and it has an open, raw, or bleeding sore that comes in contact with the bosal or bit, or if the horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
 - May disqualify a horse any time a horse's mouth is bleeding.
 - Shall have the authority to require the removal or alteration of any piece of equipment that is unsafe or, in his or her opinion, would give a horse an unfair advantage or which he or she believes to be inhumane. Prohibited equipment mandates disqualification.
 - Is not to penalize a horse for the manner in which it carries its tail nor for normal response with its tail to cues from its rider or when changing leads. A judge may, at his or her discretion, penalize a horse for excessive or exaggerated switching or wringing of the tail or for a seemingly dead tail that merely dangles between the legs and does not show normal response.
2. Holding the saddle horn with either hand will be penalized and an exhibitor may be disqualified at the judge's discretion unless covered by specific class rules.
3. All horses are to be ridden astride. If for any reason a rider falls or is thrown from a horse, or a horse falls, continued performance is not permitted. A horse is considered to have fallen when at the same time its shoulder and hip on the same side have touched either the ground or an obstacle and the ground. In either instance, the entry will be disqualified. Rider is considered to have fallen when he or she is not astride.

English Performance Division

Hunt Seat Appointments and Equipment

Hunt Seat Class Attire

1. **Protective Headgear Policy:** [All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE**

TO BE WORN UNDER THE HELMET.]

It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place. No helmet will result in disqualification.

2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Riders should wear hunt coats of traditional colors such as navy, dark green, gray, black, or brown. Maroon and red are improper.
4. Breeches (or jodhpurs) are to be of traditional shades of buff, khaki, canary, light gray or rust.
5. Shirts of any color with tie or choker are preferred.
6. Hair must be neat and contained (as in net or braid).
7. Exhibitors must wear high English boots or paddock (jodhpur) boots of black or brown.
8. Failure to wear appropriate attire will result in dropping of a ribbon group.

Hunt Seat Equipment

1. In all English classes, an English snaffle (no shank), kimberwick, pelham, and/or full bridle (with two reins), all with cavesson nosebands and plain leather brow bands, must be used.
2. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces must be between $\frac{5}{16}$ to $\frac{3}{4}$ inch in diameter, measured 1 inch from the cheek and may have a port no higher than $1\frac{1}{2}$ inches. They may be inlaid, synthetic wrapped, including rubber plastic encased, but must be smooth. On broken mouthpieces only, connecting rings of $1\frac{1}{4}$ inch or less in diameter or connecting flat bar of $\frac{3}{8}$ to $\frac{3}{4}$ inch measured top to bottom with a maximum length of 2 inches, 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, oval or egg-shaped, slow twist, corkscrew, single twisted wire, double twisted wire, and straight bar or solid mouthpieces are allowed (see pages 41 and 42).
3. In the jumping class only, mechanical hackamores may be used.
4. Saddles must be black and/or brown leather of traditional hunting or forward seat type; knee insert on the skirt is optional. Saddle pads should fit size and shape, except when necessary to accommodate numbers on

both sides, for which a square pad or suitable attachment may be used. Saddle pads and attachments shall be white or natural color with no ornamentation.

5. Optional equipment:

- Spurs of the unrowelled type that are blunt, round, or that include a smooth rolling rubber ball and are no longer than 1 inch
- Crops or bats
- Gloves
- English breast plate
- Braiding of mane and/or tail in hunt style
- Standing or running martingales in working hunter, jumping, and equitation over fences only
- Protective boots, leg wraps, and bandages in hunt seat equitation over fences only
- Colored saddle pads in open jumping only

6. Prohibited equipment: (if used will result in disqualification)

- Draw reins
- Rowelled spurs
- Standing or running martingales, except in working hunter, jumping, and equitation over fences
- Figure 8 or flash cavessons, except in jumping
- Protective boots, leg wraps, and bandages in pleasure driving and hunter under saddle, and boots of any description (except outdoors during inclement weather) in hunter hack, green working hunter, and working hunter. (Slip on/easy care horse boots or related footwear are not considered to be protective boots and are permissible to be worn in all classes.)
- Rubber reins (except jumping)
- Slip-on spurs

Acceptable English Bits (The list is not all inclusive of what is permitted.)



Dee Ring Snaffle



Egg Butt Snaffle



Loose Ring Snaffle



Pelham



Full Cheek-Slow Twist



Full Cheek Snaffle



Full Cheek Cork Screw



Kimberwick



Double jointed snaffle with hinges and the single rolling piece is not smooth. This bit is LEGAL.

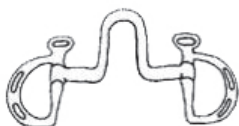


Double Twisted Wire. Single twist is also legal.

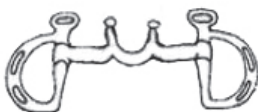
Unacceptable English Bits



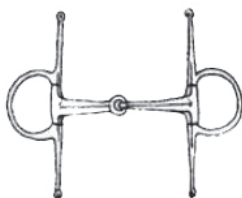
Illegal snaffle. Snaffle is not “rounded”; is too narrow, and its rings are too small.



Excessive Port



Prong Bits



Triangular Mouth

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Hunt Seat Gaits

The following terminology shall apply in all English classes:

1. Walk:

- Good walk – A horse with a four-beat gait, level top line, alert, with a stride in keeping with size of horse
- Average walk – A horse with a four-beat gait; moves straight and true at all times
- Poor walk – A horse with an uneven pace, no flow, and hesitation in movement

2. Trot:

- Excellent trot – A horse with effortless motion, low ground-covering, cadenced, and balanced strides
- Good trot – A horse that is consistent in stride (the same length of stride with the front and rear legs) with self-carriage and balance

- Average trot – A horse with average motion, a two-beat diagonal gait, knees that remain relatively flat with level neck and top line
 - Poor trot – A horse that does not keep an even and balanced gait, has short, quick strides; shows excessive knee action and/or extreme speed at times
 - Unacceptable trot – A horse not performing a two-beat gait, no flow or balance; shows excessive knee action and/or extreme speed the entire class
3. Extended trot:
- Good extended trot – A horse that lengthens its stride to cover more ground without excessive speed; has full extension of limbs
 - Average extended trot – A horse that moves out with little or no effort; appears smooth to ride
 - Poor extended trot – A horse that appears never to lengthen stride; has short, quick strides
4. Canter:
- Excellent canter – A horse that is rhythmic and fluid in its motion with a stride conducive to that of a working hunter; flow without excessive speed
 - Good canter – A horse that is even in cadence with free-moving shoulders that allow the front legs to swing long and low to the ground
 - Average canter – A horse that performs a smooth, free-moving three-beat gait; neck level with nose, released with balance and self-carriage
 - Poor canter – A horse that appears to have a three-beat canter but is quick and short strided; at times is over collected with no balance
 - Unacceptable canter – A horse that does not have a true three-beat canter; over flexed at the neck; excessively slow or fast; no balance, self-carriage, or flow; appears out of sync
5. Back:
- Good back – A horse that displays smooth flowing movement; should back straight at least one horse length without gaping its mouth
 - Average back – A horse should back straight and quietly at least one horse length
 - Poor back – A horse that appears resistant or heavy on the front, gaps its mouth, throws its head, or backs crooked

Hunter Under Saddle

1. This class is judged primarily on the horse's way of going (movement), type or conformation, and its manners.
2. The purpose of the hunter under saddle horse is to present or exhibit a horse with a bright, alert expression, whose gaits show potential of being a working hunter. Therefore, its gait must be free-flowing, ground covering, and athletic. 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 the 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.
3. This class will be judged on performance, condition, and conformation. Maximum credit shall be given to the flowing, balanced, and willing horse.
4. Horses may show with a braided mane and tail.
5. Horses to be:
 - Shown under saddle, not to jump
 - Shown at a walk, trot, and canter both ways of the ring; should back easily and stand quietly
 - Hand galloped at the judge's discretion
 - Reversed to the inside away from the rail
6. Horses may be asked to change to canter from the flat-footed walk or trot, at the judge's discretion.
7. Faults to be scored according to severity:
 - Quick, short, or vertical strides
 - Being on the wrong lead and/or wrong diagonal at the trot
 - Breaking gait
 - Excessive speed at any gait
 - Excessive slowness in any gait, loss of forward momentum
 - Failure to take the appropriate gait when called for
 - Head carried too high
 - Head carried too low (Poll should be level with or slightly above withers to allow proper impulsion from behind.)
 - Over flexing or straining neck in head carriage so the nose is carried behind the vertical
 - Excessive nosing out
 - Failure to maintain light contact with horse's mouth
 - Stumbling

- A horse that appears sullen, dull, lethargic, emaciated, drawn, or overly tired
- Consistently showing too far off the rail

Hunt Seat Equitation

1. The purpose is to evaluate the ability of the hunter rider to perform various maneuvers on his or her horse, which provides a base for natural progression to over fence classes. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his or her effect on the horse. 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.
2. Judging:
 - a. Exhibitors shall enter ring and proceed around ring at each gait, when a pattern is not worked first (flat or over fences).
 - b. On command, reverse and repeat – The order to reverse may be executed by turning away from the rail.
 - c. Exhibitors to be judged on seat, hands, performance of mount, appointments of mount and rider, and suitability of mount to rider. Exhibitors should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should an emergency arise.
 - d. The pattern to be used should be posted at least one hour before the class begins. All patterns must include a trot and canter.
 - e. Both rail work and individual work may be included. The entire class 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. Tests may be performed either collectively or individually.
 - Hand gallop and halt.
 - Figure 8 at canter on correct lead, demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.) Figures to be commenced in center of two circles so that one change of lead is shown.
 - Disengage feet from irons. Ride without irons for a brief period of time. No more than one minute at the trotting pace. Engage feet in irons.
 - Turns on the forehand.
 - Figure 8 at canter on correct lead, demonstrating flying change of lead.
 - Execute serpentine at a trot and/or canter on correct lead, demonstrating simple or flying changes of lead.

- Change leads down center of ring, demonstrating a simple or flying change of lead.
- Canter on counter lead. No more than eight horses may counter canter at one time.
- Turns on the haunches.

Hunt Seat Equitation Position

Hands/reins:

1. Hands should be over and in front on horse's withers, knuckles 30 degrees inside the vertical.
2. Hands are slightly apart, making a straight line from horse's mouth to exhibitor's elbow.
3. Method of holding reins is optional and the excess rein may fall on either side. However, all reins must be picked up at the same time.

Basic position:

1. The eyes should be up and shoulders back.
2. Toes should be at an angle best suited to exhibitor's conformation; ankle flexed in, heels down, calf of leg in contact with horse and slightly behind girth.
3. Iron may be either on toe, ball of foot, or "home."

Position in motion:

1. At the walk and slow trot, body is vertical.
2. Posting trot, body is inclined forward.
3. Canter, body is halfway between a posting trot and a walk.
4. Galloping and jumping, body is at the same inclination as the posting trot.

Scoring: Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:

- + = Above Average
- $\sqrt{+}$
- $\sqrt{=}$ = Average
- $\sqrt{-}$
- - Below Average

An additional + (excellent) or – (well below average) may be given.

Faults: 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. An exhibitor that incurs a severe fault avoids elimination, but 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 of the infraction(s) merits.

A. Minor faults

- Break of gait at walk or trot up to two strides
- Over/under turn of one-eighth of the prescribed turn

B. Major faults

- Break of gait, out of lead, missing lead or diagonal for one to two strides
- Not stopping within 10 feet of designated area
- Incorrect gait or break of gait at walk or trot for more than two strides
- Obvious looking for lead or diagonal
- Over or under turn more than one-eighth of prescribed turn, but not more than one-quarter turn

C. Severe faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)

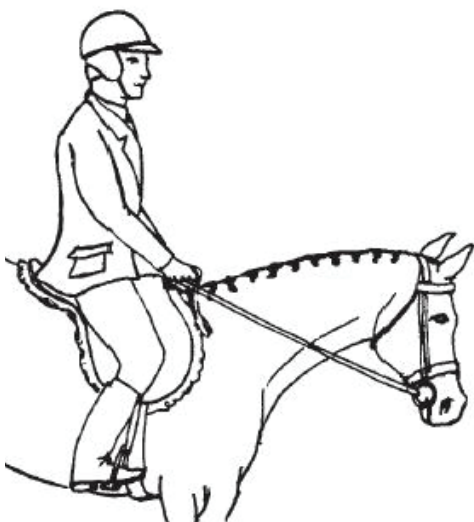
- Loss of iron or rein
- Break of gait at canter, out of lead or missing lead or diagonal more than two strides, lack of contact between rider's hand and bit
- Touching horse
- Grabbing any part of the saddle
- Cropping or spurring in front of the shoulder
- Kicking at other horses, exhibitors, or judge
- Severe disobedience or resistance by horse including, but not limited to, rearing, bucking, or pawing.
- Head carried too high
- Head carried too low (such that the poll is below the withers)
- Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
- Excessive nosing out

D. Disqualifications (should not be placed)

- Failure by exhibitor to wear correct number in visible manner
- Willful abuse
- Excessive schooling or training
- Fall by horse or rider
- Illegal use of hands on reins
- Use of prohibited equipment
- Knocking over the cone, going off pattern, or working on wrong side of cone
- Failure to follow pattern correctly, including failure to ever execute correct lead or gait where called for
- Overturning more than one-fourth of prescribed turn

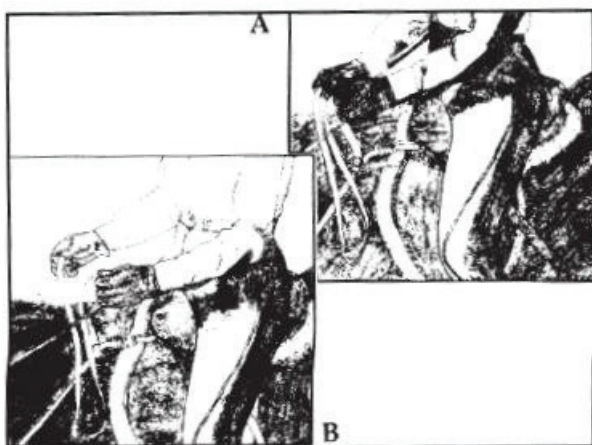
FINAL SCORING shall be on a basis of 0–100, with an approximate breakdown as follows:

- 90–100 Excellent equitation, including body position and use of aids. Completes pattern accurately, quickly, smoothly, and precisely; demonstrates a high level of professionalism.
- 80–89 Above average rider that executes the pattern as well as correct equitation and use of aids. Excellent rider that commits a minor fault.
- 70–79 Average pattern execution and average equitation but lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average rider that commits a minor fault.
- 60–69 Below average pattern that lacks quickness or precision. Rider has obvious position and/or appearance faults that prevent effective equitation. Average rider that commits two minor faults in the performance of the pattern.
- 50–59 One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.
- 40–49 Severe fault, two or more major faults or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.
- 10–39 Exhibitor commits more than one severe fault or multiple major faults in performance, exhibits poor riding skills, but completes the class and avoids disqualification.

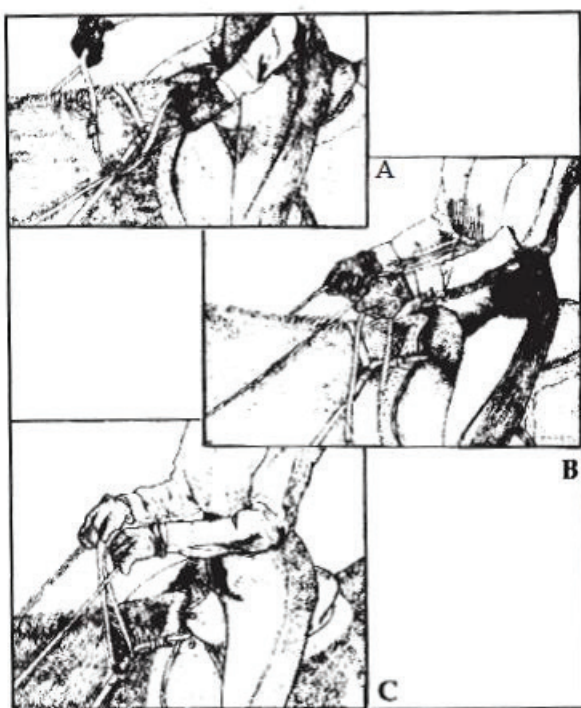


Proper Hands and Seat for Hunt Seat Equitation

Examples of Proper Hunter Under Saddle Hand Positions



Examples of Unacceptable Hand Positions for Hunter Under Saddle. These hand positions should be severely penalized.



Examples of Proper Head Positions for Hunter Under Saddle



Hunt Seat Equitation Over Fences

1. The purpose of this event should be to evaluate an exhibitor's correctness and ability over the fences. This class should be judged on the precision of riding ability while executing the jumps. The class objective is to judge the rider's ability over the fences, not the horse's ability. Only the effect the rider has on a horse is to be considered. How a rider elects to ride the course, the pace, and approach to the jumps are used to evaluate the rider's judgment and ability.
2. Course requirements:
 - At least four obstacles are required and horses must jump a minimum of six fences.
 - At least one change of direction is required.
 - Minimum height of fences must be 2'6", with a maximum height of 3', except in novice and select classes where the maximum height is 2'9".
 - It is recommended that show management offer this class prior to its corresponding working hunter class.
3. Class routine:
 - Course is to be posted one hour prior to the class.
 - Exhibitors are being judged as soon as they enter the arena. Exhibitors have the option of entering the arena at any gait (unless otherwise stated on the course), making transition to canter from halt, walk, or trot before approaching the first fence.
 - Each competitor may circle once before approaching the

first obstacle, and then proceed around the course keeping an even pace throughout.

- Rider must obtain correct lead to properly turn around end of arena before breaking into final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring.
- Riders should leave the arena at a walk unless otherwise instructed.
- Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.
- The following will result in elimination:
 - Three accumulative refusals
 - Off course

If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off.

- The following constitute major faults:
 - A refusal
 - Loss of stirrup
 - Trotting while on course when not part of a test
 - Loss of reins
 - Incorrect diagonal
- Outside assistance will be penalized at the judge's discretion.
- In cases of broken equipment or loss of shoe, competitor must continue or be eliminated.
- An exhibitor may enter the class only one time.

SUGGESTED SCORING may be on a basis of 0–100, with an approximate breakdown as follows:

- 90–100: Excellent equitation, position, and presentation; meets all fences squarely and at proper distance. Uses all options to rider's advantage.
- 80–89: Minor equitation faults, i.e., long, weak distance, deep distance, one step landing at counter-canter. Rider still maintains a quality ride.
- 70–79: More problems occur, equitation suffers, i.e., rounded shoulders, heels are not down, hands incorrect, lacks style and presence. One major fence problem, i.e., chip with a ride up the neck, discreet swap out, jumping off one side of jump. No dangerous fences, not a flowing course.
- 60–69: Major equitation faults, poor body position, loose legs and seat, failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.
- 40–59: Breaking to a trot while on course, counter-canter or cross-canter at ends of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.
- 10–39: Rider avoids elimination, one or two refusals,

knockdowns, dangerous fences.

- **If a rider steps into the obvious wrong lead for one or two strides only before or on the courtesy circle, it is noted on the score sheet, which may be used as a tie breaker in the event of a ride of equal quality and score.

Pony Hunter Hack

1. General class description: Hunter hack is to be shown at a walk, trot, and canter. Eight ponies, if available, but never more than eight at a time, are required to hand gallop one direction of the ring. Ponies are also required to jump two jumps set for their height category. To be judged on performance, manners, and soundness. In hunter hack classes, ponies are shown at a walk, trot, and canter both ways of the ring. Light contact with the pony's mouth is required. Ponies should be obedient, alert, responsive, and move freely. They should not be eliminated for slight errors. Judges may ask ponies to hand gallop collectively, one way of the ring. No more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound.
2. **General rules:**
 - Heights and spreads – The height and spread of obstacles at regular competitions are 2'3" for small, 2'6" for medium, and 3' for large ponies. (Green ponies to jump 2'3" for small, 2'6" for medium, and 2'9" for large.) Spread of jump may not exceed height and must be measured including flowers, brush, and ground lines.
 - Distances – The suggested distances for ins and outs are 20' for small, 22' for medium, and 24' for large ponies. The in and out distance must be adjusted for each height section. If the distance between fences is less than 72', the distance must be adjusted for each height section. In the line with an in and out, there must not be any other fences.
 - Judging – Manners and suitability of a pony for the rider are to be emphasized in all classes. Extreme speed is penalized. Suitability of a pony for a rider is determined by height and weight of the rider as related to the size of the pony. Judges must penalize but not necessarily eliminate an entry not having such manners and suitability.
3. Judging:
 - All classes must be judged on performance and soundness and, when indicated, conformation, suitability, or manners.
 - Judges must penalize unsafe jumping and bad form over fences, whether touched or untouched.
4. The following faults are scored according to the judge's opinion:
 - Spooking

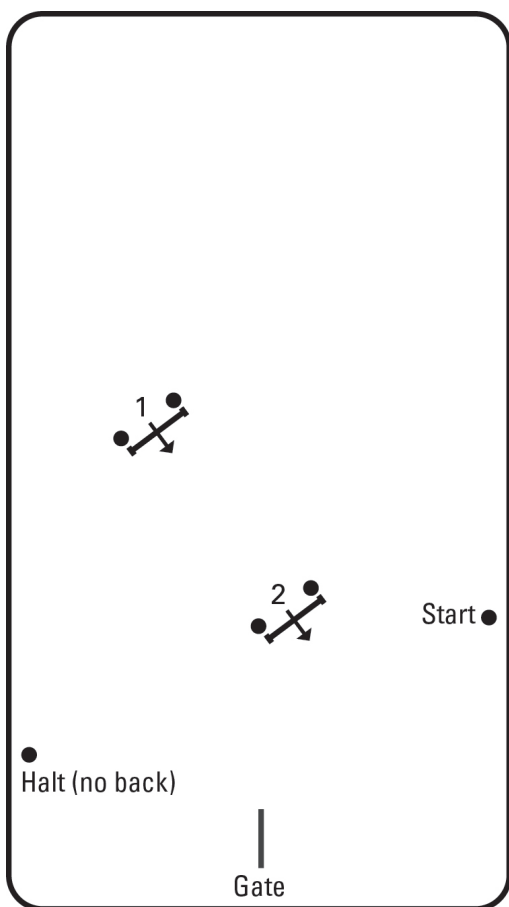
- Knocking down of any part of an obstacle
 - Refusals
 - Bucking
 - Dangerous jumping
5. Elimination:
 - Three refusals
 - Off course
 - Jumping a fence before it is reset
 - Bolting from the ring
 - Fall of horse or rider
 6. The following may or may not be considered as faults, depending on the severity:
 - Light rubs
 - Swapping leads in a line
 - Late lead changes
 - Excessive show of animation
 - Adding or eliminating a stride in a line

Horse Hunter Hack

1. The purpose of hunter hack is to give horses an opportunity to show their expertise over low fences and on the flat. 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.
2. Horses are first required to jump two fences, 2'3" (68.5 cm) to 3' (90 cm). However, if the jumps are set on a line, they are recommended to be in increments of 12' (3.5 meters) but adjusted to no less than two strides. A ground line is recommended for each jump.
3. Horses being considered for an award are then to be shown at a walk, trot, and canter both ways of the ring with light contact.
4. At the discretion of the judge, exhibitors may be asked to hand gallop, pull up or back, and stand quietly following the last fence.
5. When necessary to split large classes by running more than one go-round, finalists must both be rejumped and reworked on the flat.
6. Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.
7. Faults over fences will be scored as in working hunter class. Horses eliminated in over fence portion of the class shall be disqualified. Faults (to be scored accordingly, but not necessarily cause disqualification during the rail work) include:

- Being on wrong lead and/or wrong diagonal at the trot
- Excessive speed (any gait)
- Excessive slowness (any gait)
- Breaking gait
- Failure to take gait when called
- Head carried too low or too high
- Nosing out or flexing behind the vertical
- Opening mouth excessively
- Stumbling
- Head carried too low (such that the poll is below the withers consistently)
- Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

Example of a Hunter Hack Pattern



Saddle Seat

Saddle Seat Appointments and Equipment

1. Protective Headgear Policy—All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/ Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.** It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place. No helmet will result in disqualification.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Clothing must include jodphurs that match or coordinate with the jacket.
4. Pleasure class exhibitors may wear day coats. Riders should wear coats of traditional colors such as navy, gray, black, or brown. Maroon and red are improper.
5. Shirts of any color with tie.
6. Hair must be neat and contained (as in net or braid).
7. Exhibitors must wear paddock boots of black or brown.
8. Failure to wear appropriate attire will result in dropping of a ribbon group.

Saddle Seat Equipment

1. Unrowelled spurs, whips, gloves, and small boutonnieres are optional.
2. A double bridle consisting of snaffle and curb is preferred and must suit the horse.
3. No horse shall be shown with a snaffle bit only, breast plate, tie-down, or martingale.
4. The saddle should be flat, English type with leather or web girth.
5. Informal dress for riders is required in morning and afternoon classes. Formal attire or dark-colored habit (with collars and lapels of same color) and accessories are appropriate for evening.

Saddle Seat Gaits

1. Walk: The animated walk is a highly collected gait, exhibiting much “primp” at a slow, regulated speed, with good action and animation. It should have snap and easy

control. It can either be a two-beat or a four-beat gait. It is performed with great style, elegance, and airiness of motion. A flat-footed walk is not to be penalized.

2. Trot: Highly collected, straight, two-beat gait.
3. Canter: Slow, lofty, and fluid, with definite three-beat cadence, consistent rate of speed.
4. Slow gait: Restrained four-beat gait, executed slowly but with true and distinct precision; lofty and brilliant; speed to be penalized. Not a slow rack.
5. Rack: Smooth and highly animated, performed with great action and speed, in a slightly unrestrained manner. Should be performed in an effortless manner from the slow gait.

Saddle Seat Equitation

Position

1. General: Judges should note that the required equitation seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. In saddle seat equitation classes, riders should convey the impression of effective and easy control. To show a horse well, exhibitors should show themselves to their best advantage. Ring generalship must be taken into consideration by the judges. A complete picture of the whole is of major importance. An exhibitor is entitled to request only one time-out per class. A judge must order from the ring any unruly horse or one whose actions threaten to endanger the rider, other exhibitors, or their entries.
2. Hands: Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle, and should show sympathy, adaptability, and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries its head. The method of holding the reins is optional; however, both hands must be used and all reins must be picked up at one time. Bight of rein should be on the off side. According to tradition, the on side is the side on which you mount; therefore, the off side is the opposite side.
3. Basic position: To obtain proper position, riders should place themselves comfortably in the saddle and find their center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position, adjust leathers to fit. The rider should not be sliding off the back of the saddle nor should there be excessive space in the seat behind the rider's back. Irons should be placed under ball of foot (not toe nor "home") with even pressure on entire width of sole and center of iron. Foot position should be natural.

4. Position in Motion:

- Walk - Slight motion in saddle.
- Trot - Slight elevation in saddle when posting; hips under body, not mechanical up-and-down nor swinging forward and backward.
- Canter - Close seat, going with horse, not rocking.
- Slow Gait - Steady in saddle, no slap nor twist; legs straight down, intermittent calf pressure permissible; hands slightly raised, flexible contact, no sawing.
- Rack - Seat smooth in saddle; legs down and slightly back, not thrust forward; hands low in motion with gait, not sawing but placement optional to individual rider and horse.

5. Tests: Tests from which judges must choose are listed below and on page 58. Tests may be performed either individually or collectively but no other tests may be used. Instructions must be publicly announced. All circles and turns must be performed on correct diagonals and leads. On left diagonal, rider should be out of saddle when horse's left front leg is in the air; on right diagonal, rider should be out of saddle when horse's right front leg is in the air. On left lead, horse's left leg reaches further than the right; on the right lead, horse's right leg reaches further than the left. All changes of lead must be a simple change whereby the horse is brought back into a halt or walk and restarted into the canter on the opposite lead.

- Address reins - the process of laying down reins and picking up reins (only in line up).
- Circle at a trot - when circling clockwise, rider should be on left diagonal; when circling counterclockwise, rider should be on right diagonal.
- Performance around the ring at a walk, trot, or canter using the correct leads and diagonals only.
- Change of diagonals on or off the rail - the judge must specify diagonal changes to be executed and the beginning diagonal.
- Execute serpentine at a trot – a series of left and right half circles off imaginary line where correct diagonals must be shown.
- Back for not more than eight steps.
- Figure 8 at trot demonstrating change of diagonals – unless specified, it may be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt.
- Circle at the canter – when circling clockwise, horse should be on right lead; when circling counterclockwise, horse should be on left lead.
- Execute serpentine at a canter.
- Figure 8 at canter – unless specified, it can be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt.

Figures are commenced in center of two circles so that one lead change is shown.

- Canter a straight line, on or off the rail, with or without demonstrating simple change of lead - the judge must specify lead changes to be executed and the beginning lead.
- Ride without stirrups for a brief period of time, at any gait requested (for not more than one minute at the trotting phase) - riders may be asked to disengage or engage stirrups at a halt or walk or any gait requested by the judge.

Western Performance Division

Western Attire

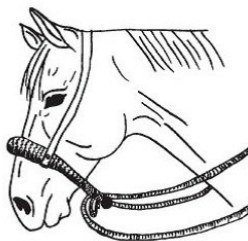
1. Protective Headgear Policy—All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.** It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place. No helmet will result in disqualification.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind including, but not limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.
5. Dark blue jeans without holes must be worn. A belt is required.
6. Western boots must be worn. (Fashion heels are prohibited.)
7. Spurs are permissible. Spurs must be dull and the rowels free-moving.
8. Chaps, ball caps, tank tops, T-shirts, or jersey-type shirts **ARE NOT** to be worn.
9. Failure to wear appropriate attire will result in dropping of a ribbon group.

General Rules for Western Classes

1. Rules in this book will have precedence over all other rules.
2. A junior horse is five years of age and less. A senior horse is six years of age or older. Junior and senior horses have different bit allowances; please check bit specifications for junior and senior horses. See Western Equipment section.

Western Equipment

1. In all Western classes, horses will be shown in a Western saddle and appropriate bridle, snaffle bit, or bosal for the duration of the class. 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 good working outfit. Horses five years old and younger may be shown in a snaffle bit, bosal, curb bit, half-breed, or spade bit. A junior horse shown in a shankless bit or bosal must be ridden two-handed.
Horses six years old and older may only be shown in a curb bit, half-breed, or spade bit and must be ridden with one hand and an index finger only between the split reins. When a curb bit is used, a curb strap or curb chain is required, but must meet legal specifications shown on pages 63 and 64, be at least one-half inch in width, and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with string or cord. A broken strap or chain is not necessarily cause for disqualification.
2. References to **bosal** mean the use of a flexible, braided rawhide, leather, or rope bosal, the core of which may be either rawhide or flexible cable (see image). A bosal must use a complete mecate rein, which must include a tie-rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited. This rule does not refer to a so-called mechanical hackamore.
3. References to snaffle bits in western performance classes mean the conventional O-ring, egg-butt, or D-ring with a ring no larger than 4" in diameter.
 - The inside circumference of the ring must be free of rein, curb, or headstall attachments, which would provide leverage.
 - The mouthpiece should be round, oval or egg-shaped, smooth, and unwrapped metal. It may be inlaid, smooth, or latex wrapped.



- The bars must be a minimum of $\frac{5}{16}$ " in diameter, measured 1 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 $1\frac{1}{4}$ " or less in diameter, or a connecting flat bar of $\frac{3}{8}$ " to $\frac{3}{4}$ " measured top to bottom, with a maximum length of 2", which lies flat in the horse's mouth, is acceptable.
 - Optional leather strap attached below the reins on a snaffle bit is acceptable.
4. References to a bit in Western performance classes mean the use of a curb bit that has a solid or broken mouthpiece, has shanks, and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard Western bit. A description of a legal, standard Western bit includes:
- a. $8\frac{1}{2}$ " maximum length shank to be measured as indicated in the diagram on page 65. Shanks may be fixed or loose.
 - b. Concerning mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of $\frac{5}{16}$ " to $\frac{3}{4}$ " in diameter, measured 1" from the cheek. However, wire on the sway bars (above the bars and attaching to the spade) of a traditional spade bit is acceptable. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of $1\frac{1}{4}$ " or less in diameter, or a connecting flat bar of $\frac{3}{8}$ " to $\frac{3}{4}$ " measured top to bottom with a maximum length of 2", which lies flat in the horse's mouth, is acceptable. (See image on how to measure a curb bit.)
 - c. The port must be no higher than $3\frac{1}{2}$ " maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds, and spades are standard.
 - d. Slip or gag bits and donut and flat polo mouthpieces are not acceptable.
 - e. A curb bit must be used with a curb strap or curb chain properly attached so as to make contact with horse's chin.

Bosals are permitted in any class on a junior horse five years old and under. Bosals are rounded in shape and constructed of braided rawhide or leather and must have a flexible nonmetallic core attached to a suitable headstall. No other material of any kind is to be used in conjunction with a bosal, i.e., plastic, resin, glue, steel, metal, or chains. (Exception: smooth plastic electrical tape is acceptable if applied in a smooth, untwisted manner.) There must be approximately

$\frac{3}{4}$ " between the nose and the bosal. The bosal will be no larger than $\frac{3}{4}$ " in diameter at the cheek and will flex easily. Attached reins may be of hair, rope, or leather.



Smooth electrical tape is LEGAL.



Latex or bandage material wrap is ILLEGAL.

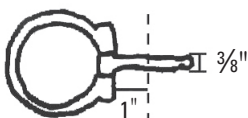


Sheepskin wrap is ILLEGAL.



"Pencil" bosal –legal for schooling when used with a bit as a cavesson. ILLEGAL in judged classes.

Standard snaffle bits are permitted in any class on a junior horse five years old and under. A standard snaffle is defined as a center-jointed, single rounded, unwrapped smooth mouthpiece of $\frac{5}{16}$ " to $\frac{3}{4}$ " diameter metal as measured from ring to 1" in from the ring with a gradual decrease to the center of the snaffle.



How to measure a snaffle bit



Diameter of bit is measured at the rings or cheeks of the mouthpiece

The rings may be from 2" to 4" outside diameter of either the loose type, eggbutt, dee or center mounted without cheeks.



Dee Ring Snaffle



Eggbutt Snaffle



Center Mounted Snaffle



Loose Ring Snaffle



Double jointed snaffle with hinges and single rolling piece is not smooth. This bit is NOT LEGAL.



This snaffle is illegal because it has "full cheeks."



Illegal snaffle. Snaffle is not single, not smooth, not center-jointed and not $\frac{5}{16}$ " in diameter. Single twisted wire is also illegal.



Illegal snaffle. Snaffle is not "rounded;" is too narrow, and its rings are too small.

Curb chains and leather chin straps may be used but must be flat and at least ½" in width and lie flat against the jaws of the horse.



Attachment of curb strap below where reins would be attached – LEGAL.



LEGAL curb chains, ½" or wider.



ILLEGAL – not ½" in width. The narrower a chain, the more severe it is. A narrow chain has a higher probability of cutting the horse.

No wire, rawhide, metal, or other substance can be used in conjunction with or as part of the leather chin strap, or curb chains.



ILLEGAL – has round bar welded on the inside of the chain. The bar is narrow and stiff and makes the chain too severe.



ILLEGAL – has bumps welded on the inside surface of the chain. The "bumps" cause the chain to be too severe.



Chin strap has a metal bar sewn inside, making it stiff under the chin – ILLEGAL.

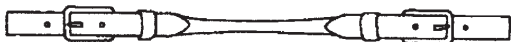


Chin strap has tacks on the inside – ILLEGAL.

Rounded, rolled, braided, or rawhide curb straps are prohibited.



Round leather – too narrow at chin, not flat



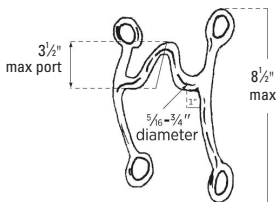
Round leather – too narrow all across, not flat



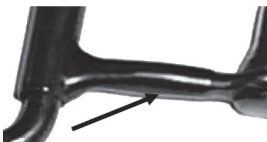
Round braided leather – wide enough but rough and not flat



Braided leather (rawhide) – too narrow and too rough



How to measure a curb bit



The mouthpiece will consist of a metal bar $\frac{5}{16}$ " to $\frac{3}{4}$ " in diameter, as measured 1" in from the shank



ILLEGAL Western curb. The shank is 9".



Bars may be inlaid but must be smooth or latex wrapped. Note: this mouthpiece is LEGAL.



Rollers attached to the center of the bit are acceptable, and may extend below the bar. Note: this mouthpiece is LEGAL.



Nothing may protrude above or below the mouthpiece (bar) such as extensions, prongs, or rivets designed to intimidate the horse. The very short, smooth, rounded rivets used to join the mouthpiece together and extend a tiny bit below the bar of the bit will not intimidate a horse. Note: this mouthpiece is LEGAL.



Bits with prongs or other protrusions can be very severe and can cause damage to the horse's tongue. Note: this mouthpiece is ILLEGAL.

Jointed mouthpieces are acceptable and may consist of two or three pieces and may have one or two joints. A three-piece mouthpiece may include a connecting ring of 1¼" or less in diameter or a connecting flat bar of ⅜" to ¾" (measured top to bottom with a maximum length of 2"), which lies flat in the mouth, or a roller or port as described herein.



Jointed with bar – LEGAL



Jointed with ring – LEGAL



Jointed with port – LEGAL



Jointed with roller – LEGAL



The port must be no higher than 3½" maximum with roller(s) and covers acceptable. Jointed mouthpieces, half-breeds, and spade bits are standard.



Spade – LEGAL style and length



ILLEGAL due to height of port



Slip or gag bits, rigid donut mouthpieces and flat polo mouthpieces are prohibited. Rigid Donut – this bit is ILLEGAL.



This is a swivel mouthpiece bit. The port on this bit stays still when the reins are pulled. This bit is effective on horses who "gap." This bit has allowed some older horses with mouth problems to continue showing. Swivel mouthpiece – LEGAL



This type of bit is used as a training device. It puts pressure on the corners of the mouth, not the bars of the mouth.
Slip or gag bit – ILLEGAL

Roping bits with both reins connected to a single ring at center of cross bar shall not be used. Reins must be attached to each shank.



Roping bit–this is NOT LEGAL.

This style of curb bit is legal for use in the Western division as long as the shank length and mouth-piece meet the rule requirements.



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5. Except for bosal/snaffle bit classes or junior horses shown with bosal/snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted. In trail, it is permissible to change hands to work an obstacle. Violation of this rule is an automatic disqualification.
6. Junior horses competing in junior Western pleasure, Western horsemanship, reining, Western riding, and trail that are shown with a bosal or snaffle bit may be ridden with one or two hands on the reins. The tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins except in reining. Closed reins (example mecate) may not be used with a snaffle bit, except in reining, where a mecate is permitted.
7. Split reins:
 - One hand is to be used on the reins and the hand must not be changed.
 - The hand is to be around the reins.
 - Index finger only between split reins is permitted.
 - When riding a junior horse, the tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins, except in reining.
 - Closed reins (example mecate) may not be used with a snaffle bit except in working cow horse and reining, where a mecate is permitted.
8. In trail, it is permissible to change hands to work an obstacle.
9. Romal reins:
 - a. Romal is defined as an extension of braided material attached to closed reins.
 - b. This extension shall be carried in the free hand with a minimum of 16-inch spacing between the reining hand and the free hand holding the romal.
 - When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top, and the fingers closed lightly around the reins.
 - When using a romal, no fingers between the reins are allowed.
 - The free hand may be used to adjust the rider's length of rein in any class listed.
 - The only exception to the above is reining. The free hand may not be used to adjust the rider's length of rein.
 - The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.
10. Spurs used forward of the front cinch shall be cause for disqualification.
11. While horse is in motion, rider's hands shall be clear of saddle.

12. Use of any tack considered illegal, as specific class rules determine, shall lead to the exhibitor's disqualification from such class unless such illegal tack is changed to legal tack prior to the exhibitor entering such class. No class shall be delayed from starting for reason of an illegal tack change.
13. Optional equipment:
 - Hobbles attached to saddle.
 - Protective boots, leg wraps, and bandages are allowed in reining. (Slip on/easy care horse boots or related footwear are not considered to be protective boots and are permissible to be worn in all classes.)
 - Spurs; not to be used forward of the cinch.
14. Prohibited equipment:
 - Protective boots, leg wraps, and bandages are prohibited in Western pleasure, trail, halter, Western riding, and showmanship.
 - Wire curb straps, regardless of how padded or covered.
 - Any curb strap narrower than one-half inch.
 - Martingales and draw reins.
 - Nosebands and tie-downs.

Western Gaits

The following terminology shall apply in all Western classes:

1. The back-up:
 - Poor back-up—resistant and heavy in front; horses may gap their mouth and throw their head or back crooked.
 - Average back-up—backs straight and quietly with light contact and without hesitation.
 - Good back-up—displays balanced and smooth flowing movements; backs straight with self-carriage without gapping the mouth with light contact and without hesitation.
2. Walk: The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
 - Poor walk - uneven pace and no cadence; has no flow and may appear intimidated or appear to march.
 - Average walk - has a four-beat gait, level top line, and is relaxed.
 - Good walk - has a flowing four-beat gait, level top line, relaxed, and is bright and attentive.
3. Jog: The jog is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced, and with straight, forward movement of the feet. Horses walking with their back feet and trotting in the front are not considered performing the required gait. When asked to

extend the jog, it moves out with the same smooth way of going.

- Extremely poor jog – cannot perform a two-beat gait and has no flow or balance in the motion.
- Very poor jog – hesitates in the motion; does not keep an even and balanced motion or a level top line; may appear to shuffle.
- Poor jog – average motion but has negative characteristics such as walking with the hind legs, dragging the rear toes, or taking an uneven length of stride with the front and rear legs.
- Correct or average jog – has a two-beat gait, a level top line, and a relaxed appearance.
- Good jog – has an average motion with positive characteristics such as balance and self-carriage while taking the same length of stride with the front and rear legs.
- Very good jog – is comfortable to ride while having a consistent two-beat gait; the horse guides well, appears relaxed, and has a level top line.
- Excellent jog – effortless and very efficient motion. Swings the legs yet touches the ground softly. Confident, yet soft with its motion while being balanced and under control. Moves flat with the knee and hock and has some cushion in the pattern. Has a bright and alert expression and exhibits more lift and self-carriage than the “very good jog.”

4. Extended jog:

- Poor extended jog – never lengthens the stride and may appear rough to ride.
- Average extended jog – moves up in its pace and appears smooth to ride.
- Good extended jog – has an obvious lengthening of stride with a slight increase in pace while exerting less effort and appears smooth to ride.

5. Lope: The lope is an easy, rhythmical three-beat gait.

Horses moving to the left should lope on the left lead.

Horses moving to the right should lope on the right lead.

Horses traveling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. It should be ridden at a speed that is a natural way of going. The head should be carried at an angle that is natural and suitable to the horse's conformation at all gaits.

- Extremely poor lope - does not have a three-beat gait. Has no flow, rhythm, or balance. Uncomfortable to ride.
- Very poor lope - appears to have a three-beat lope but has no lift or self-carriage. The horse shuffles, has no flow and bobs its head, giving the appearance of exerting a great deal of effort to perform the gait. Also may appear uncomfortable to ride.
- Poor lope - has an average motion but exhibits negative

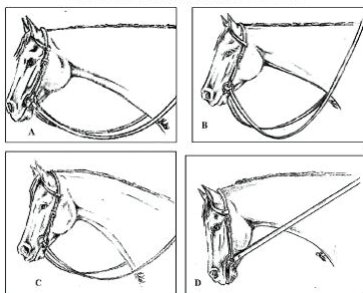
characteristics like head bobbing, not completing the stride with the front leg, and leaving the outside hock well behind the horse's buttocks.

- Average lope - has a true three-beat gait with a level top line and very little head and neck motion. This horse is relatively straight (not over-canted), guides well, and has a relaxed appearance.
- Good lope – has an average motion but exhibits positive characteristics in its performance like self-carriage, a steady top line, relaxed appearance, and is responsive to the rider's aids.
- Very good lope – has more lift and flow than the average horse. The horse has a strong but smooth drive from behind. It may bend its knee slightly yet still has a level top line while exhibiting self-carriage with a relaxed appearance. Appears comfortable to ride.
- Excellent lope – has a round back with an effortless strong, deep stride with the rear legs and a flat swing with the front legs. It keeps a level top line, a relaxed yet alert and confident appearance, and is correct but soft. A special horse with a great degree of lift and self-carriage.

6. Top line:

- Poor top line – The horse's head may be too high or too low. If the horse's head is consistently higher than his eye level with his withers, his back becomes hollow, and he loses his drive from behind. When his head is consistently lower than his ear level with his withers, he becomes heavy on his forehead and has no lift or flow. In both cases, the horse loses his self-carriage and appears to struggle.
- Average top line – A horse who generally displays a level top line with the tip of the ear level with the withers at the lowest point or eye level with the withers at the highest point but is inconsistent with head carriage.
- Good top line – This horse will display a level top line with the tip of the ear level with the withers at the lowest point or his eye level with the withers at the highest point. He also displays a consistent top line that exhibits self-carriage.

Examples of head and rein positions.



- A. Proper head and rein position.
- B. Acceptable: should be rewarded if head carriage is normal.
- C. Not acceptable: head in improper position – should be severely penalized.
- D. Not acceptable: reins too tight – straight line from bit to hands – should be severely penalized.

Walk-Trot Horsemanship

1. The conditions of this class are the same as outlined under Western horsemanship with the exception that exhibitors will not be asked to lope but may be asked to extend the jog or trot. Patterns may be used in walk-trot hunt seat equitation and walk-trot Western horsemanship.
2. The class will enter the arena as designated. In the line-up or on the rail, the judge may ask exhibitors to back up their horses to help him or her judge the extent of the exhibitor's horsemanship.
3. The exhibitor will be judged on his or her basic position in the saddle: hand position, leg position, and back position. Exhibitors will also be judged on their ability to govern, control, and properly exhibit the mount they are riding.
4. If the horse breaks into a lope for more than three consecutive strides, it shall be disqualified.
5. In equitation classes, for reasons of safety, exhibitors will not be required to mount and dismount.

Walk-Trot Western Pleasure

1. Except as noted below, general Western pleasure rules apply (except that the exhibitors will not be asked to lope but may be asked to extend the jog).
2. If the horse breaks into a lope for more than three consecutive strides, it shall be disqualified.

Bareback Horsemanship/Equitation

Emphasis will be put on the use and position of the seat, legs, and hands, as well as being able to adequately cue the horse.

Class Routine

1. If entries warrant, the class should be split for English and Western riders. If not divided, English riders should have the option to either do a sitting or posting trot.
2. Horses are to enter the ring at a walk and will work the rail at a flat walk, jog (trot), and a lope (canter) both ways of the ring. After the rail work, the judge may excuse any exhibitors not to be considered further for an award. The judge may then work the remaining horses on the rail and/or ask for individual tests.
3. Horses shall be required to back in a straight line.
4. Exhibitors shall not be asked to mount or dismount.
5. **Hands:** Both hands and arms should be held in a relaxed, easy manner with the upper arms in a straight line with the body. The arm that holds the reins should be bent at the elbow. When using a romal, the rider's off hand should be around the romal, provided it is held at least 16 inches from the reining hand. Some movement of the arm is allowed, but excessive pumping will be penalized. Hands are to be around the reins. One finger between the reins is permitted when using split reins, but not with a romal. Only one hand should be used for reining, and that hand should not be changed. The reins should be carried so there is light contact with the horse's mouth; at no time should the reins be carried more than a slight hand movement away from contact with the horse's mouth.
6. **Seat:** The rider's body should always appear comfortable, relaxed, and flexible. The leg position should allow the heels to be lower than the toes. The rider should sit the horse at the jog or second gait and not post, even if an extended trot is called for. At the lope or third gait, he or she should be close to the horse. All movements of the horse should be governed by the use of undetectable aids.
7. **Appointments of horse and rider:** See the Western Appointments section in this division. Saddles and pads are not permitted.
8. **Horse's performance:** The rider must have the horse walk, jog (or second gait), lope (or third gait), reverse either way, pass on the inside, and neck rein. The rider should be able to perform other routines. If a horse and rider are traveling in a proper manner, they should not be penalized for safely passing another horse.
9. **Optional test for individual performance:** Riders should be able to perform not only the ring routine but also should be able to perform whatever additional tests the judge may deem advisable. It is recommended that judges ask for at least two additional tests of the top award contenders. Instructions should be publicly announced.

Tests that the judge may ask for include:

- Individual performance on the rail.
- Figure 8 at the jog.
- Lope and stop.
- Figure 8 at a lope on correct lead demonstrating simple change of lead (a change whereby the horse is brought back into a walk or jog and restarted into a canter on the opposite lead). Figures commence in the center of the ring.
- Change of leads down the center of the ring demonstrating a simple or flying lead change.
- Figure 8 at a lope demonstrating a flying lead change.
- Ride a serpentine course demonstrating flying change of lead at each change or direction.
- Any pattern that uses a combination of any of the above.

FINAL SCORING shall be on a basis of 0–100, with an approximate breakdown as follows:

- 90–100 Excellent rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly, and precisely while demonstrating a high level of professionalism.
- 80–89 Above average performance in execution of the pattern as well as correct horsemanship and use of aid. Excellent horseman that commits a minor fault.
- 70–79 Average pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average rider that commits a minor fault.
- 60–69 Below average pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevent effective horsemanship; or an average horseman that commits two minor faults in the performance of the pattern. An excellent rider that commits a major fault.
- 50–59 One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.
- 40–49 A rider that commits a severe fault, two or more major faults, or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.
- 10–39 Rider that commits more than one severe fault of multiple major faults in performance or exhibits poor riding skills but completes the class and avoids disqualification.

Bareback Western Pleasure

1. The class should follow the same procedure as the Western pleasure class. No saddle, “bare-back” pads, cinches, or surcingles may be used. Other tack requirements are the same as for Western pleasure, and the rider must be properly attired. The judge will not ask exhibitors to dismount.
2. Horses will be required to back in a straight line.
3. **Scoring procedure:** This class will be judged on the performance, condition, and conformation of the horse.
4. **Faults** to be scored according to severity:
 - Excessive speed (any gait)
 - Being on the wrong lead
 - Breaking gait (including not walking when called for)
 - Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
 - Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
 - Touching horse with free hand
 - Head carried too high
 - Head carried too low (tip of ear below the withers)
 - Overflexing or straining neck in head carriage so the nose is carried behind the vertical
 - Excessive nosing out
 - Opening mouth excessively
 - Stumbling
 - If a horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired
 - Quick, choppy, or pony-strided
 - If reins are draped to the point that light contact is not maintained
 - Overly canted at the lope (when the outside hind foot is further to the inside of the arena than the inside front foot)

Western Disciplined Rail

General

1. This class is to show the ability of a highly trained Western horse/pony. Appointments shall follow those of pleasure classes.
2. Judge shall work the horses adequately but must not overwork the entries. This is not a game or a fault and out class, and shall not be judged on an elimination basis. Final judging shall be on the basis of the best overall disciplined rail performance. At all times, the safety of the horses or ponies and exhibitors are the first concern.
3. Disciplined rail classes must be restricted to either Western or English equipment.

Disciplined Rail Horse, Pony Performance

1. The class routine shall be to perform work on the rail, and may include, but is not limited to:
 - A short walk, jog, or slow lope
 - A hand gallop (no more than eight horses at a time, twice around the ring)
 - Flying changes of lead each way of the ring
 - Starting into a lope from a halt
 - Sliding stop
 - Starting and traveling on the counter lope
 - Sidepass both left and right (once each way)
 - Turn on forehand and turn on hind quarter (once each way)
 - Dismount and mount from either side
 - Stand quietly
 - Judge may ask for additional safe work
2. To be judged on performance, manners, and conformation

Western Horsemanship

1. **Purpose:** The Western horsemanship class is designed to evaluate the rider's ability to execute, in concert with his or her 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.
2. It is mandatory that the judge post any pattern(s) to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the pattern may be posted. Pattern(s) should be designed to test the horseman's ability. All ties will be broken at the judge's discretion.
3. **Class procedures:** 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. 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

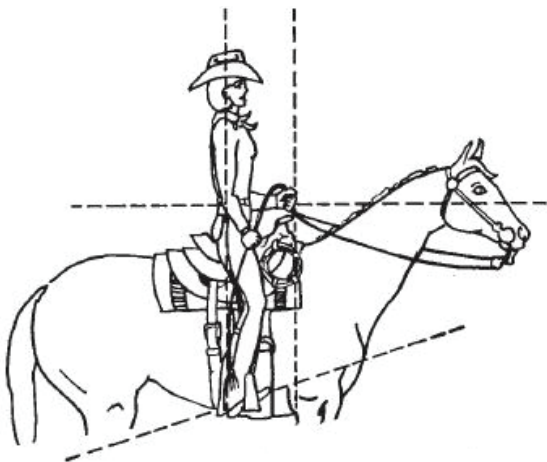
gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two-track, or leg-yield; flying or simple change of lead; counter-canter; or any other maneuver; or ride without stirrups. A back should be asked for at sometime during the class. Judges should not ask exhibitors to mount or dismount.

4. **Scoring:** Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:

- + = Above Average
- $\sqrt{+}$
- $\sqrt{=}$ = Average
- $\sqrt{-}$
- - Below Average

An additional + (excellent) or – (well below average) may be given

5. **Overall presentation 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. **Presentation of exhibitor:** Appropriate Western attire must be worn. Clothes and person are to be neat and clean.

b. Position of exhibitor:

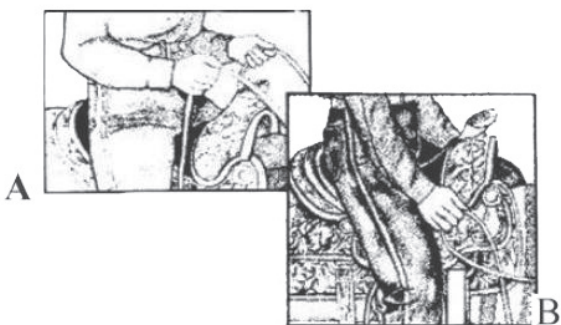
- The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the railwork and pattern, the exhibitor should have strong, secure, and proper position. Exhibitors should sit and maintain an upright 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 shoulders should be back, level, and square. 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.

- 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.
- Exhibitors 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.



**Acceptable Hand Positions on a JUNIOR HORSE
WITH A BOSAL OR SHANKLESS BIT**



**Unacceptable Hand Positions on a JUNIOR HORSE
WITH A BOSAL OR SHANKLESS BIT**

c. Presentation of horse:

- 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 that appears sullen, dull, lethargic, emaciated, drawn, or overly tired should be penalized according to severity.
- Tack should fit the horse properly and be neat, clean, and in good repair.

6. Performance:

- 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.
- The horse should perform all maneuvers in the pattern willingly, briskly, and readily with minimal visible or audible cueing. Severe disobedience will not result in a disqualification, but should be severely penalized, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or willful abuse by the exhibitor is cause for disqualification.
- 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 its 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.
- 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.
- 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.
- The horse should step across with the front and hind

legs when performing the sidepass, leg-yield, and two-track. The sidepass 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.

- 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.
 - Position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.
7. **Faults:** 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. An exhibitor that incurs a severe fault avoids elimination, but 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 of the infraction(s) merits.

A. Minor faults

- Break of gait at walk or jog/trot up to two strides
- Over/under turn up to one-eighth of turn
- Head carried too high
- Head carried too low (tip of ear below the withers)
- Overflexing or straining neck in head carriage so the nose is carried behind the vertical
- Excessive nosing out

B. Major faults

- Break of gait at a lope, out of lead, or missing lead for one to two strides
- Not stopping within 10 feet of designated area
- Incorrect gait or break of gait at walk or jog for more than two strides
- Over turn of more than one-eighth turn, but not more than one-fourth; exhibitor looking down to check leads
- Failure of bottom of boot to be in contact with the pad of the stirrup

C. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault):

- Loss of stirrup or rein
- Missing a lead for more than two strides

- Touching horse
- Grabbing the saddle horn or any other part of the saddle
- Cueing with the end of the romal
- Spurring in front of the shoulder
- Kicking at other horses, exhibitors, or judge
- Severe disobedience or resistance by horse including, but not limited to, rearing, bucking, or pawing

D. Disqualifications (should not be placed):

- Failure by exhibitor to wear correct number in visible manner
- Willful abuse
- Knocking over the cone, going off pattern, or working on wrong side of cone
- Excessive schooling or training
- Fall by horse or rider
- Illegal use of hands on reins
- Use of prohibited equipment
- Failure to follow pattern correctly including failure to ever execute correct lead or gait where called for
- Overturning more than one-fourth of prescribed turn

FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:

- 90–100 Excellent rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly, and precisely while demonstrating a high level of professionalism.
- 80–89 Above average performance in execution of the pattern as well as correct horsemanship and use of aid. Excellent horseman that commits a minor fault.
- 70–79 Average pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average rider that commits a minor fault.
- 60–69 Below average pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevent effective horsemanship; or an average horseman that commits two minor faults in the performance of the pattern. An excellent rider that commits a major fault.
- 50–59 One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.
- 40–49 A rider that commits a severe fault, two or more major faults, or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.
- 10–39 Rider that commits more than one severe fault or multiple major faults in performance or exhibits poor riding skills but completes the class and avoids disqualification.

Western Pleasure

1. A good pleasure horse has a free-flowing stride of reasonable length in keeping with his conformation. The horse should cover a reasonable amount of ground with little effort. Ideally, it should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits is a major consideration. The horse should carry its head and neck in a relaxed, natural position, with its poll level with or slightly above the level of the withers. The horse should not carry its head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Its head should be level with its nose slightly in front of the vertical, having a bright expression with ears alert. The horse should be shown on a reasonably loose rein, but with light contact and control. It should be responsive, yet smooth, in transitions when called for. When asked to extend, the horse 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. This class will be judged on the performance, condition, and conformation of the horse.
3. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to lengthen their stride at the walk or lope, one or both ways of the ring. A moderated extension of the jog is a definite two-beat lengthening of stride, covering more ground. Cadenced and balanced with smoothness is more essential than speed. Riders should sit at the moderated extension of the jog. Horses are required to back easily and stand quietly. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm.
4. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.
5. Rider shall not be required to dismount except in the event the judge wishes to check equipment.
6. Horses are to be shown at a walk, jog, and lope on a reasonably loose rein or light contact without undue restraint.
7. HORSES SIX YEARS AND OLDER MUST BE SHOWN IN A BIT. HORSES FIVE YEARS OLD AND YOUNGER MAY BE SHOWN IN EITHER A BIT, BOSAL, OR SNAFFLE BIT.
8. Faults to be scored according to severity:
 - Excessive speed (any gait)
 - Being on the wrong lead

- Breaking gait (including not walking when called for)
- Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
- Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
- Touching horse or saddle with free hand
- Head carried too high
- Head carried too low (tip of ear below the withers)
- Overflexing or straining neck in head carriage so the nose is carried behind the vertical
- Excessive nosing out
- Opening mouth excessively
- Stumbling
- Use of spurs forward of the cinch
- If a horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired
- Quick, choppy, or pony-strided
- If reins are draped to the point that light contact is not maintained
- Overly canted at the lope (when the outside hind foot is further to the inside of the arena than the inside front foot)

Ranch Horse Pleasure

The purpose of ranch horse pleasure is to reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse does not have to be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations. The overall cadence and performance of the gaits should emphasize forward movement, free-flowing, and ground-covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.

General Rules

1. Patterns are optional for ranch horse pleasure classes.
2. Horses to be shown at a walk, jog, and lope. Extended trot may be called for. Extended trot may be ridden by sitting in the saddle, posting, or standing in the stirrups. All reverses to be performed toward the center in a rollback type maneuver.
3. Horses not to be reversed at a lope. Judge may ask for additional individual work from finalist or all exhibitors, which may consist of lope and stop, rollback, or one 360 degree turn, etc.

4. Horses are to be judged at the appropriate gaits using both directions of the arena. At all gaits horses should have the appearance of “looking for more country.”
5. No horses less than three years of age shall be shown in this class.
6. No ponies shall be shown in this class.
7. A horse shown in ranch horse pleasure is not eligible to be shown in any age specific Western pleasure class.
8. **Credits:**
 - Natural ground-covering walk, jog, and lope
 - Consistency at all gaits
 - Smooth upward and downward transitions
 - Working off hindquarters when turning
 - Work on reasonably loose rein without excessive cueing to maintain a moderate pace
9. **Additional equipment rules:**
 - No hoof polish.
 - No braided or banded manes or tail extensions.
 - Trimming inside ears is discouraged.
 - Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
 - Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
10. Judges and exhibitors are asked to keep in mind that the ranch pleasure horse should be “a pleasure to ride” whether coming home from a hard day’s work or just touring the country on a Sunday afternoon. The ranch pleasure class is not a speed event. Excessive speed at any gait other than extended trot should be penalized the same as excessive slowness.

Ranch Horse Gaits

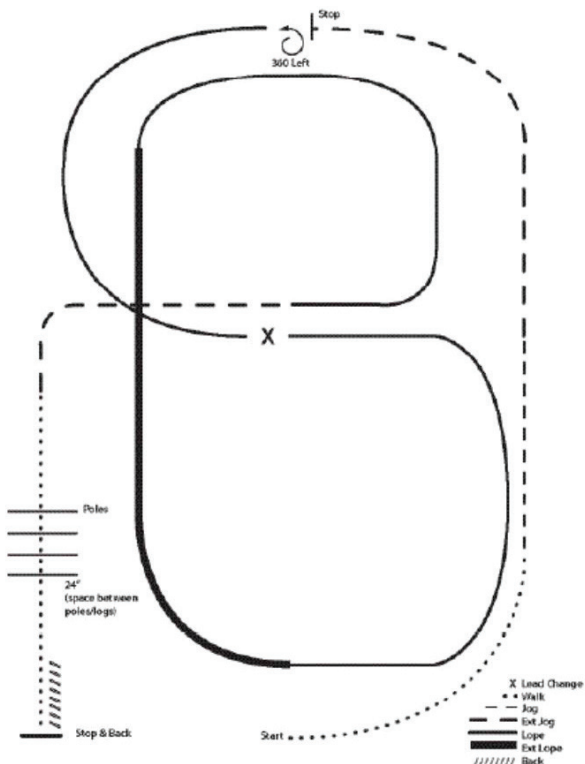
1. **Walk:** The ranch pleasure horse should have a ground-covering, flat-footed walk accomplished on a reasonably loose rein. The head should be carried in a natural position, never behind vertical or stuck straight out. It should not be in an exceptionally high or low position but should look relaxed and natural for that particular horse.
2. **Jog:** The ranch pleasure horse should have a smooth, easy-to-ride jog on a reasonably loose rein. Emphasis should be on a comfortable jog that is a pleasure to ride. Rider should be able to “sit” the jog and not have to post or stand in the stirrups to ride distances. The head may be carried slightly higher than at the walk, should never be behind vertical or stuck straight out, and the horse should not throw its head up during transitions.
3. **Extended trot:** The ranch pleasure horse should willingly extend the jog by increasing stride length, not by increasing speed of the strides resulting in faster, shorter, choppy strides. The trot should be a ground-covering, reasonably smooth gait that can cover great distances. The rider may

post, stand, lean forward, or sit the extended jog. The horse should willingly slow back down to the normal jog or walk when asked to. (Judges should not ask exhibitors to go from the extended trot to the lope.)

4. **Lope:** The ranch pleasure horse should smoothly move into a lope in the correct lead directly from the walk or jog. The lope should be slow enough and smooth enough to be a pleasure to ride. It should be accomplished on a reasonably loose rein with the horse willing to adjust to the speed the rider wants. The horse should be "gathered up" enough and have its hindquarters underneath sufficiently to be able to stop or turn and should not be "strung-out" or four-beating. The horse should be able to drop down to a walk or jog with no resistance. Its head should be steady and not be carried excessively high, low, or behind vertical. This gait should not be artificially slow or look unnatural.

Faults: Scored according to severity

- Lack of a ground-covering gait
- Excessive speed or slowness of gait
- Wrong lead
- Breaking gait
- Failure to make upward or downward transitions when called for
- Excessive nosing out and lack of response to rein cues
- Opening mouth excessively
- Stumbling
- Head carried with tips of ears below the withers for more than three strides



Optional Ranch Horse Pattern (Pattern #1, 2013 AQHA Rulebook)

1. Walk
2. Jog
3. Extend the jog at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead one-half circle, lope to the center
6. Change leads (simple or flying)
7. Right lead one-half circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back

Trail

General Rules

1. This class is open to all 4-H club members riding Western, English, hunter horses, or mules.
2. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and quality of movement. Credit will be given to 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 the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
3. Horses shall be penalized for any unnecessary delay while approaching the obstacles.
4. Horses with artificial appearance over obstacles should be penalized.
5. Except for junior horses shown with a bosal or snaffle bit, only one hand may be used on the reins, except it is permissible to change hands to work an obstacle.
6. While the horse is in motion, the rider's hands shall be clear of the horse and saddle.
7. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work and will be scored as a maneuver.
8. Tack and appointments used must meet the same requirements that apply to the same entry in its appropriate equitation division.
9. The course must be posted at least one hour before the scheduled time of the class.
10. Show management may choose to have more than one judge evaluate the horse's performance over the obstacles.
11. Each entry will be allowed a maximum of three attempts or two minutes (whichever is first) to complete each obstacle. Show management has the option to impose additional time restraints, if announced before the start of the class. If the obstacle has not been completed, the individual will be asked to move to the next obstacle.

Obstacles

1. The course is to include a minimum of five obstacles (three obstacles must be from the mandatory list and two selected from the optional list) to a maximum of eight obstacles. Care in preparing the course should be exercised to prevent direct advantage to either a small or large horse. Ingenuity in adapting and combining various obstacles will lend itself to creating courses pleasing to both exhibitors and judges. The course should include a

jog and a lope of suitable duration to determine the way of going. Management is encouraged to design courses that can be negotiated in 90 seconds.

2. Measurements are to be taken with an accurate measuring device, i.e. measuring tape, ruler, or yardstick.
3. Measurements are to be taken from the inside width of poles or obstacles.
4. 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 exhibitor finishes the entire course regardless of where any disruption occurs.
5. Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, novice trail should be less difficult. 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. Enough space must be provided for a horse to jog at least 30 feet (9 meters) and lope at least 50 feet (15 meters) for the judges to evaluate these gaits.
6. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he or she 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.

Mandatory Obstacles

1. 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, exhibitors must work the gate moving forward through it.
2. 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. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for obstacle walkovers, trot overs, and lope overs are shown on page 91.
3. Backing obstacle (Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.)
 - Back through and around at least three markers.
 - Back through L, V, U, straight, or similar-shaped course. May be elevated no more than 24 inches.

Optional Obstacles (but not limited to)

- Water hazard (ditch or small pond). No metal or slick bottom-boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6 feet for jog.
- Carry object from one part of arena to another. (Only objects that reasonably might be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum width shall be 36 inches wide and at least 6 feet long). Bridge should be sturdy, safe, and negotiated at a walk only.
- Put on and remove slicker.
- Remove and replace materials from mailbox.
- Sidepass (may be elevated to 12 inches maximum).
- An obstacle consisting of four logs or rails, laid in a square. Minimum width of the square should be 6 feet. Each exhibitor 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.
- Any other safe and negotiable obstacle that could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
- A combination of two or more of any obstacle is acceptable.

Unacceptable Obstacles

- Tires
- Animals
- Hides
- PVC pipe
- Dismounting
- 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
- Ground ties

	Miniature	Pony	Horse
1. Walk overs min. width	18-20"	20-24"	20-24"
Multiple pole min. width	20"	20"	20"
Single poles max. height	8"	12"	12"
Rolling poles are prohibited.			
2. Jog over min.	30"	3'-3'6"	3'-3'6"
Raised max. height	6"	8"	8"
3. Jog arounds or serpentine	6' min	6' min	6' min
4. Back through or arounds			
On ground min. width	24"	28"	28"
Elevated min. width	28"	30"	30"
Barrels min. width	30"	32"	32"
Lope over min.	6-7'	6-7'	6-7'
5. Sidepass min. width	24"	24"	24"
6. Circles turn around min.	22"	30"	30"
7. Serpentine	Jog arounds	Pylons 6' min. apart (base to base)	
	Guardrails	3-4' to either side of pylons	
	Walk arounds	Pylons 3' apart (base to base) min	
8. Gate	Approximately 60" high with latch available at that height		
9. Any other maneuvers	Calculate the wheel base of a horse as five (5') from front hooves to back hooves		

SCORING

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½:

- -1½ extremely poor
- -1 very poor, -½ poor
- 0 correct
- +½ good
- +1 very good
- +1½ excellent

Penalties should be assessed per occurrence as follows:

One-half (½) Point

- Each tick or contact of a log, pole, cone, plant, or any component of an obstacle

One (1) Point

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

Three (3) Points

- Incorrect or break of gait at walk or jog for more than two 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
- Falling or jumping off or out of a bridge or a water box with one foot once the horse is onto or into that obstacle
- Stepping outside of the confines of an obstacle with designated boundaries (i.e., back through, 360-degree box, side pass) with one foot once the horse has entered the obstacle
- Missing or evading a pole that is a part of a series of an obstacle with one foot

Five (5) Points

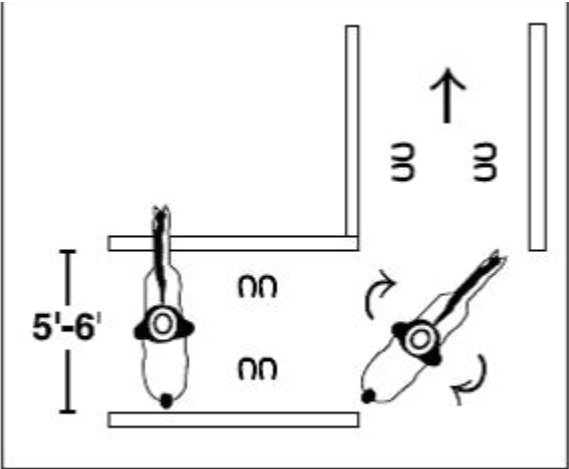
- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise
- Falling or jumping off or out of a bridge or a water box with more than one foot once the horse is onto or into that obstacle
- Stepping outside of the confines of an obstacle with designated boundaries (i.e., back through, 360-degree box, sidepass) with more than one foot once the horse has entered the obstacle
- Missing or evading a pole that is a part of a series of an obstacle with more than one foot
- Blatant disobedience (including kicking out, bucking, rearing, striking)

- Holding saddle with either hand
- Faults, which occur on the line of travel between obstacles, scored according to severity:
 - ✓ Head carried too high
 - ✓ Head carried too low (tip of ear below the withers) over-flexing or straining neck in head carriage so the nose is carried behind the vertical
 - ✓ Excessive nosing out
 - ✓ Opening mouth excessively

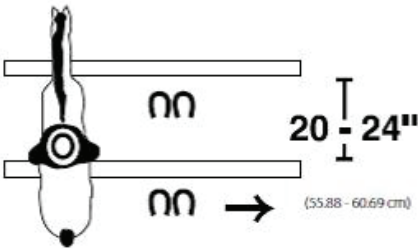
Disqualified (0 Points)

- Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle
- Use of romal to cue horse
- Performing the obstacle incorrectly or other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Entering or exiting an obstacle from the incorrect side or direction
- Working obstacle the incorrect direction, including overturns of more than one-quarter turn
- Riding outside designated boundary marker of the arena or course area
- Third cumulative refusal, balk, or evading an obstacle by shying or backing
- Failure to ever demonstrate correct lead and/or gait as designated
- Failure to follow the correct line of travel between obstacles
- Major disobedience, excessive schooling, pulling, turning, stepping, or backing anywhere on course
- Failure to follow the course

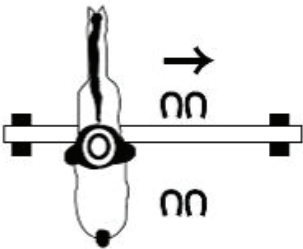
Variations of the Sidepass



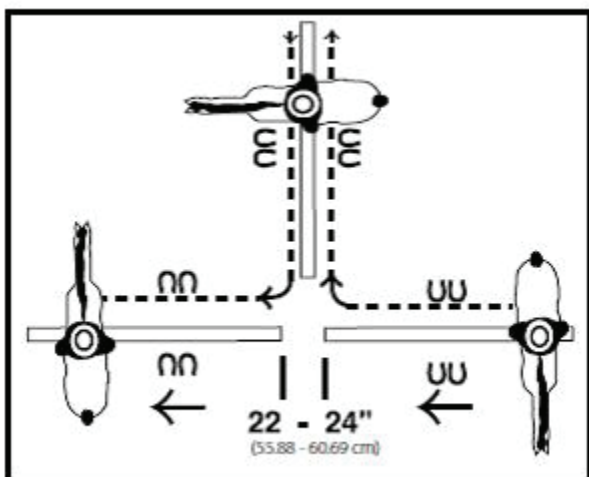
Sidepass right, turn right, sidepass left



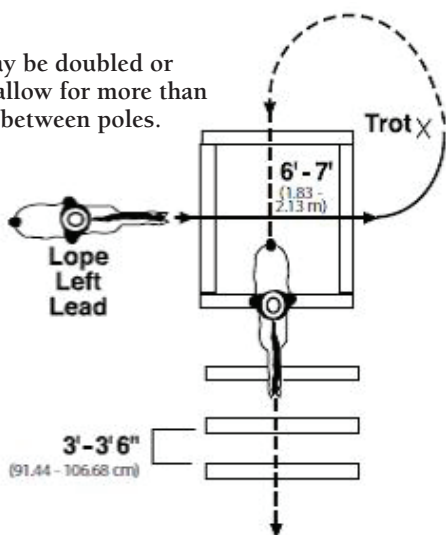
Front feet inside or back feet inside



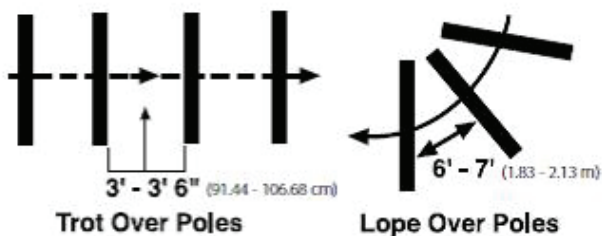
Raised object (no more than 12 inches)



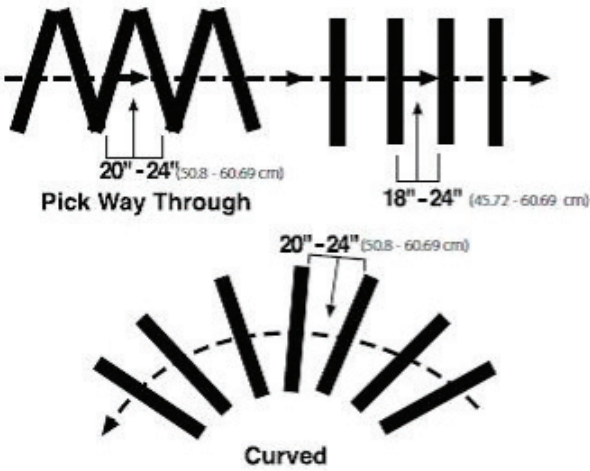
Widths may be doubled or tripled to allow for more than one stride between poles.



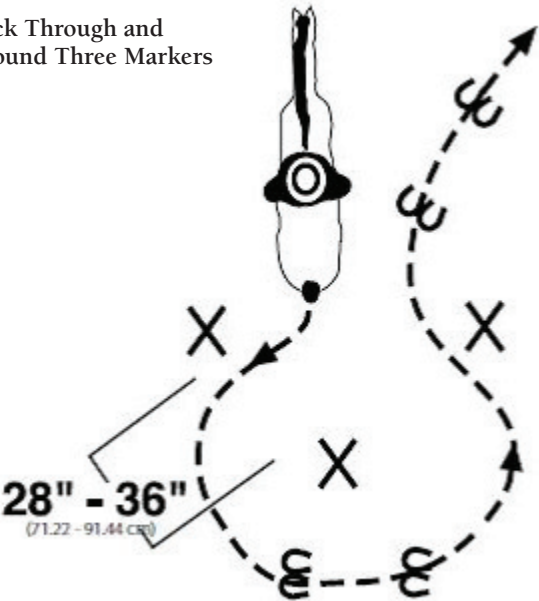
Trot overs, lope overs



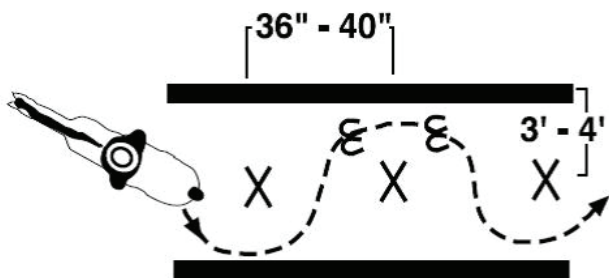
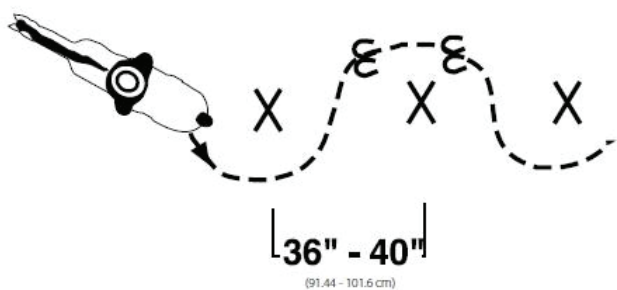
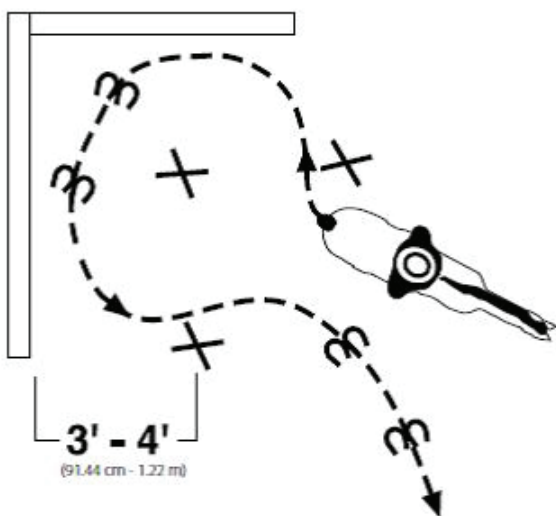
Walk overs



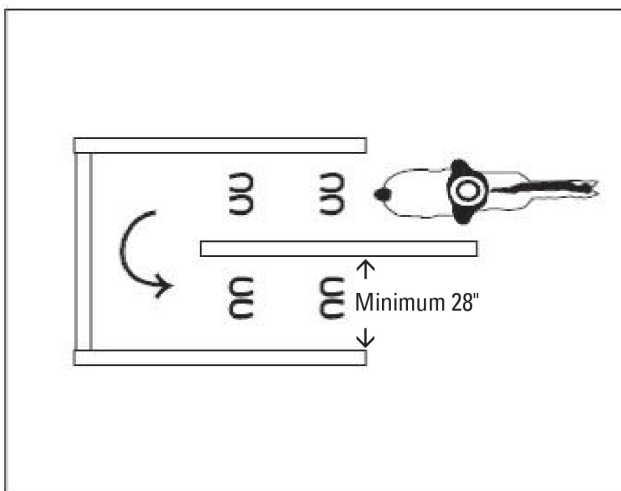
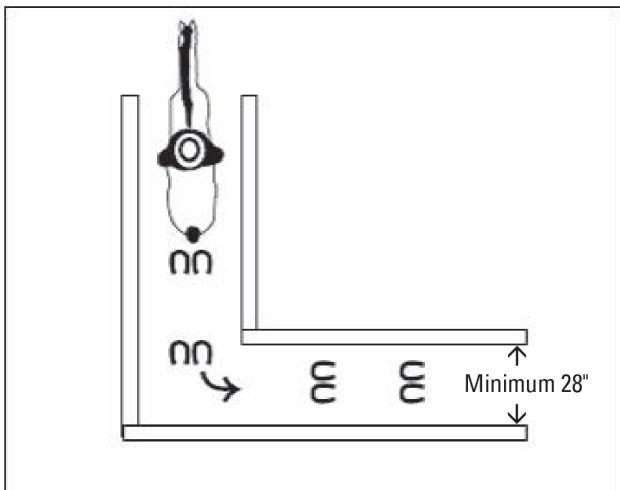
Back Through and
Around Three Markers



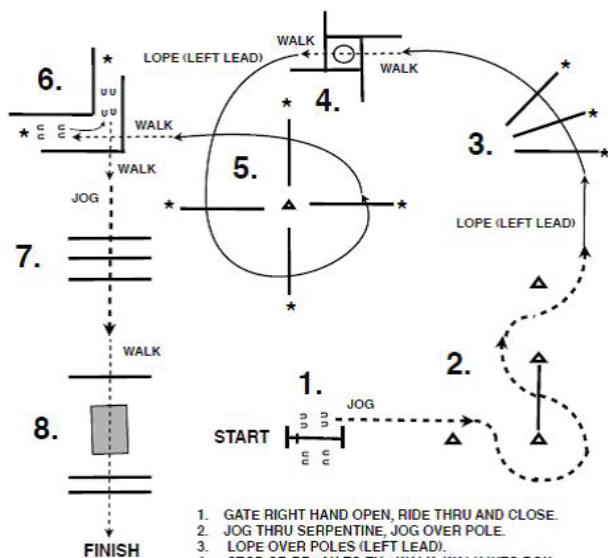
Back Through and Around Three Markers (continued)



Variations of L Back through

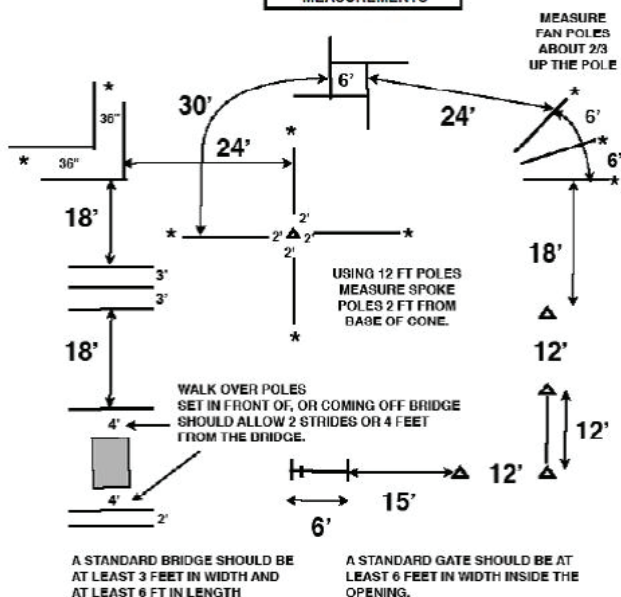


SAMPLE TRAIL



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

SAMPLE TRAIL MEASUREMENTS



Yearling Horse Trail In-hand

1. General: Western or English attire and tack are permitted in this class.
2. Exhibitor requirements:
 - Horses must be shown in a halter, regular, or show type is acceptable. The lead shank may be a regular type or show type. Shank may have a chain, which may be under the chin or through the lead ring on the halter and snapped back to the chain next to the lead strap.
 - Lip chains are strictly forbidden.
3. Exhibitor must use only the right hand on the lead where the chain begins, and lead on the horse's left side. A chain may be used under the chin or hanging from the halter. Leads may be used without chains. Exhibitor must use only the left hand to carry the excess lead, looped loosely except when carrying an object from one part of the arena to another.
4. Opening/closing a gate, left hand gate only. In these cases, the right hand can also carry the excess lead.
5. Sidepassing. In this case, the lead at the chain and the excess lead can be held in the hand at the horse's head.
6. Exhibitors should be poised, confident, courteous, and sportsmanlike at all times. The exhibitor should continue showing the horse until the class has been placed or excused.
7. Any stops should be straight, smooth, and responsive with

the horse's body remaining straight. Backing and turning should be performed from the left side of the horse. The exhibitor should face the horse when backing. Exception: When negotiating a gate, the exhibitor is not required to face the horse. The horse should back up readily with the head, neck, and body aligned in a straight or curved line as instructed.

8. When executing a turn to the right, the exhibitor should face the horse and move the horse away from him or her. On turns of less than 90 degrees, it is acceptable to lead the horse toward the exhibitor. On turns 90 degrees or greater, the horse should pivot on the right or left hind leg while stepping across with the front legs.
9. Exhibitor is not allowed to touch the horse, except when sidepassing.

Course Requirements

1. Use care in setting up course. Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the horse or handler. Obstacles should be placed in such a manner that they flow from one to the other quickly and efficiently.
2. Change of procedure. Where the local conditions and equipment will not permit the establishment of obstacles as specified and that they may require changing of procedures or hand on the lead, then all competitors must be advised that such changing of procedure or of hands is permitted.
3. Complexity of courses may increase throughout the calendar year, keeping in mind that this class is designed to expose the yearling horse to trail obstacles, not end up with a finished trail horse at the end of its yearling year.
4. Course designs in January should be very basic compared to course designs later in the year.

Obstacle Requirements

1. Course will include a minimum of five and a maximum of eight obstacles.
2. Course must be designed using obstacles from each of the following divisions with a maximum of two obstacles per division.
3. Division A.
 - a. Walk-overs. An obstacle of at least four poles measuring 20 to 24 inches between poles, either on the ground or raised with a maximum center height of 10 inches. These can be in a straight line, curved, or zigzag.
 - b. Trot-overs. An obstacle of at least four poles measuring 36 to 42 inches between poles, either on the ground or raised with a maximum center height of 10 inches. These can be in a straight line, curved, or zigzag. Note:

A curved or zigzag design is measured for distance between the poles, from center of the length of the pole to the center of the length of the next pole.

4. Division B.

a. Side-pass. An object of such nature and length, which is safe, may be used to demonstrate the responsiveness of the horse to signals at its side. If raised, height may not exceed two feet. The obstacle should be designed to require the horse to sidepass, to the right or left, off pressure or signal, on or near its side. The obstacle should be in the course design such that the horse comes up to it, but does not cross or straddle it while completing the side pass. The exhibitor is allowed to touch the horse on the side during the sidepass.

b. Lime Circle. Requiring either:

- Turn on the forehand with front feet inside and back feet turning outside the circle. The handler may hold the horse and the excess lead in his or her left hand during the turn.
- Turn on the haunches with hind feet inside and front feet turning outside the circle.
- Square, minimum eight feet sides. Lead into the square. While all four feet are confined in the square, make a 360 degree or less turn and lead out. Handler's feet should remain in square also.
- Gate. The gate must be set up so that it is a minimum of four feet in length and four feet in height and so that the exhibitor can open from his or her left side. It is permissible to carry excess lead in the right hand while negotiating the gate. Handlers losing control of the gate while passing through shall be penalized and scored accordingly.

5. Division C.

a. Back through. Shall consist of either:

- Poles. Straight L, double L, V, U, or similar shaped obstacle. Poles should be on the ground, 30 inches between minimum. Handler may remain outside or inside the poles.
- Barrels or cones, minimum of three. Thirty-six inches between minimum. Handler and horse can pass between barrels or cones together.
- Triangle. Thirty-six inches between minimum at entry and 40 inches between minimum for sides. Note: If guardrails are used with b. or c. above, they shall be three to four feet from the sides of the obstacle.

b. Bridge. A bridge with a wooden floor not to exceed 12 inches in height and with or without side rails not less than 48 inches apart will be used.

c. Water Hazard. A ditch or shallow pond of water may be used. A horse must pass through this obstacle, which must be large enough so that to properly complete this

obstacle all four feet of the horse must step in the water. Management may not place any item in the water. The handler should walk to left of water while horse passes through water.

6. Division D.

- a. Carrying Object. Any object, other than animal or fowl, and of a reasonable size or weight, may be carried to a specific point.
- b. Drag or Pull. Any object, other than animal or fowl, which can reasonably be pulled or dragged by the exhibitor. This obstacle should be in the course design such that the item to be dragged is on the handler's left side. The excess lead may be carried in the handler's right hand.
- c. Mailbox. Remove and/or replace items. Sidepass is optional. Note: Obstacles 1 and 3—if the object will be picked up/put down or opened/closed on the horse's right side, the handler is allowed to hold the horse and the excess lead in his or her left hand while negotiating the obstacle.
- d. Serpentine. Obstacle consisting of four pylons, guardrails optional, through which a horse will maneuver at a walk or jog-trot. Guardrails shall consist of poles placed parallel and a minimum of four feet from the base of pylons; walk-pylons, minimum four feet apart, base to base. Jog-trot pylons, minimum seven feet apart, base to base.
- e. Jog-around. Square consisting of four poles, minimum 12 feet long, and a pylon placed in the center of the square. Exhibitor will enter over a designated pole, perform a minimum 90 degree jog around the pylon, and exit over the designated pole. The handler should be in the box with the horse.
- f. Jog-through. Shall consist of poles L, double L, V, U, or similar shaped obstacle. Poles should be on the three feet minimum and four feet maximum.

Judging

Judges should consider the overall appearance of the horse, conditioning and grooming, and the equipment (dirty, ill-fitting, or ragged equipment) in their overall scores. Also to be considered is the correctness of the horse while being led. Drifting to the side, leading or stopping crooked, failure to maintain a pivot foot in a turn, and leading or turning sluggishly should be considered and evaluated in the horse's maneuver scores and reflected in its overall score. Handlers should be discouraged from excessive verbal cues and excessive stiff or unnatural movements around horse or when leading. For safety reasons, those handlers continuously holding the chain on the lead, tightly coiling lead shank around hand, or dragging the lead shank should be penalized. All faults are to be assessed against the horse and not the exhibitor.

Scoring System

Scoring will be on the basis of 0–infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.

Penalties should be assessed per occurrence as follows:

One-half (½) Point

- Each tick of log, pole, cone, plant or obstacle.

One (1) Point

- Each hit of or stepping on a log, pole, cone, or obstacle.
- Incorrect or break of gait at walk or jog for two strides or less.
- Both front or hind feet in a single-strided slot or space.
- Skipping over or failing to step into required space.
- Failure to meet the correct strides on trot over log obstacles.

Three (3) Points

- Incorrect or break of gait at walk or jog for more than two strides.
- Knocking down an elevated pole, cone, barrel, plant, or obstacle, or severely disturbing an obstacle unless caused by the tail.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot.

Five (5) Points

- Dropping slicker or object required to be carried on course.
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
- Letting go of gate or dropping rope gate.
- Use of either hand to instill fear or praise (slight touching or tapping with one hand to cue horse in a sidepass maneuver only is acceptable).
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot.
- Blatant disobedience (including kicking out, bucking, rearing, striking, or continuously circling the exhibitor).

Disqualified (0) Points

- Performing the obstacles other than in specified order.
- No attempt to perform an obstacle.
- Equipment failure that delays completion of pattern.
- Excessively or repeatedly touching the horse.
- Failure to enter, exit, or work obstacle in any manner other than how it's described, including overturns of more than one-quarter turn.
- Failure to follow the correct line of travel between obstacles.
- Working outside designated boundary marker of the arena or course area.
- Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course.
- Failure to demonstrate correct gait between obstacles as designated. Horse gets loose from exhibitor.
- Leading on the wrong side of the horse.

Reining Division

Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, exhibitors are required to run one of several approved patterns. Each pattern includes small, slow circles; large, fast circles; flying lead changes; rollbacks over the hocks; a series of 360 degree spins done in place; and the exciting sliding stops that are the hallmark of the reining horse.

Maneuvers

As mentioned earlier, judges are required to score a reining horse based on its execution of the maneuver groups required in each pattern. All patterns are divided into seven or eight maneuver groups. Descriptions of ideal maneuvers required of a reining horse are as follows:

Walk-in: The walk-in brings the horse from the gate to the center of the arena to begin its pattern. The horse should appear relaxed and confident. Any action that may create the appearance of intimidation including starting and stopping or checking is a fault that shall be marked down according to the severity in the first maneuver score.

Trot-in: Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written.

Stops: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs.

Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.

Spins: Spins are a series of 360-degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs, and contact should be made with the ground and a front leg. The location of hindquarters should be fixed at the start of the spin and maintained throughout the spin. It is helpful for a judge to watch for the horse to remain in the same location, rather than watching for a stationary inside leg. This allows for easier focus on other elements of the spin (i.e., cadence, attitude, smoothness, finesse, and speed).

Rollbacks: Rollbacks are the 180-degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks, and departing in a canter, as one continuous motion. The NRHA Handbook states no hesitation; however, a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back.

Circles: Circles are maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide, and degree of difficulty in speed and speed changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle, and a large, fast circle; also, the speed and size of small, slow right circles should be similar to the small, slow left circles; and the speed and size of the large, fast right circles should be similar to the large, fast left circles.

Backups: A backup is a maneuver requiring the horse to be moved in a reverse motion in a straight line a required distance; at least 10 feet.

Hesitate: To hesitate is the act of demonstrating the horse's ability to pause in a relaxed manner, at a designated time in the pattern. All NRHA patterns require a hesitation at the end of the final maneuver to indicate to the judge(s) the completion of the pattern.

Lead Changes: Lead changes are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid penalty.

Run Downs and Run-arounds: Run downs are runs through the middle of the arena, and runs along the side and ends of the arena. Run downs and run-arounds should demonstrate control and gradual increase in speed to the stop.

General Rules

1. Any one of the approved reining patterns may be used and is to be selected by the judge of the class and used by all exhibitors in the class.
2. Each exhibitor will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
3. To rein a horse is not only to guide it, but also to control its 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 its 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 faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.
4. 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.
5. Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance. The individual maneuvers are scored in half-point increments from a low of $-1\frac{1}{2}$ to a high of $+1\frac{1}{2}$ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
6. The following will result in no score:
 - 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; when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable.
 - Use of tack collars, tie downs, or nose bands.
 - 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.
 - Closed reins are not allowed except as standard romal reins.

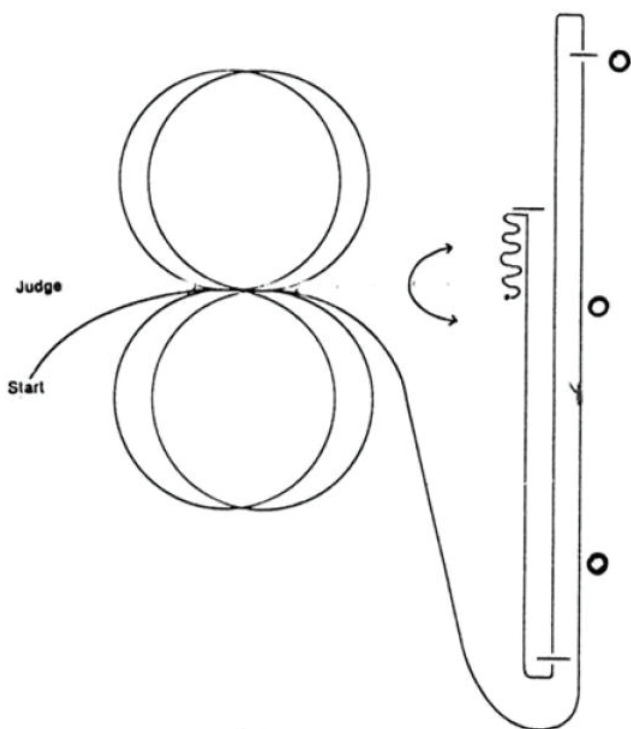
7. The following will result in a score of 0:
- Use of more than index or first finger between reins.
 - Use of two hands (exception in Junior, Snaffle Bit, or Hackamore classes designated for two hands) or changing hands.
 - Failure to complete pattern as written.
 - Performing the maneuvers other than in specified order.
 - The inclusion of maneuvers not specified, including, but not limited to:
 - ✓ Backing more than two strides
 - ✓ Turning more than 90 degrees
 - Equipment failure that delays completion of pattern; including dropping a rein that contacts the ground while horse is in motion.
 - Balking 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.
 - Overspins of more than one-quarter turn.
 - Fall to the ground by horse or rider.
8. The following will result in a reduction of 5 points:
- Spurring in front of cinch.
 - Use of either hand to instill fear or praise.
 - Holding saddle with either hand.
 - Blatant disobedience.
9. The following will result in a reduction of 2 points:
- Break of gait.
 - Freeze up in spins or rollbacks.
 - On walk-in patterns, failure to stop or walk before executing a canter departure.
 - On run-in patterns, failure to be in a canter prior to the first marker.
 - If a horse does not completely pass the specified marker before initiating a stop position.
10. 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 deduct 1 point.
 - The penalty for being out of lead is accumulative and the judge will deduct 2 points for each quarter 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 one-half point for a delayed change of lead by one stride where the lead change is required by the pattern
11. Deduct one-half point for starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than one-half circle or one-half the length of the arena, deduct 2 points.

12. Deduct one-half point for over or under spinning up to one-eighth of a turn; deduct 1 point for over or under spinning from one-eighth to one-fourth turn.
13. A one-half point penalty deduction will be given for failure to remain a minimum of 20 feet (6 meters) from the wall or fence when approaching a stop and/or rollback.
14. 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 one-half the turn or less, 1 point; for more than one-half turn, 2 points.
15. 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 raising 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.
16. 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.

Patterns

1. The following 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.
2. Markers will be placed on the wall or fence of the arena as follows:
 - a. At the center of the arena
 - b. At least 50 feet from each end wall
3. Where designated in the pattern for stops to be beyond a marker, the horse should begin its stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by exhibitors and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
5. 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 according to the rules for judging.
6. **All judges' decisions are final.**

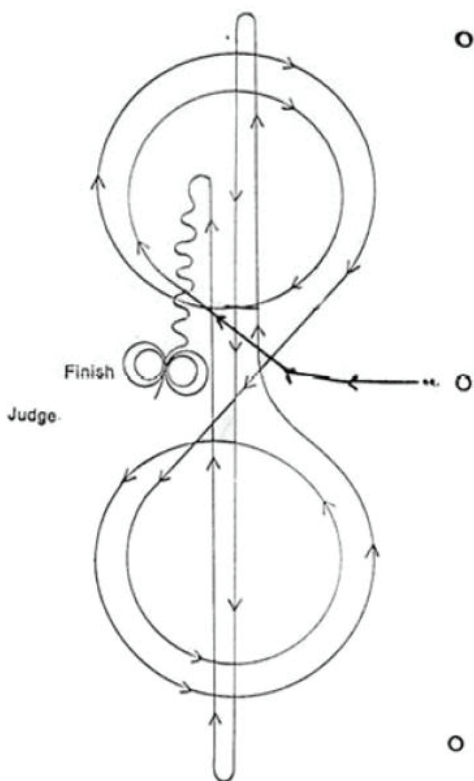
Pattern 1 (From POA)



Beginning in the center of the arena facing the right wall or fence, ride the pattern as follows:

1. Begin two Figure 8s, starting in either direction.
2. Lope to the end of the arena past the last marker, turn, and begin run along markers to opposite end of the arena past the last marker and come to sliding stop.
3. Turn away from rail and begin second run past the last marker and come to a sliding stop.
4. Turn away from rail and begin run past center marker. Come to a sliding stop.
5. Back in straight line to center marker.
6. Pivot one-quarter turn to face judge, walk forward a few steps.
7. Stop. Make a one-quarter turn to either right or left.
8. Make a one-half turn in the opposite direction of the first turn.
9. Make another one-half turn in the direction of the original turn (same direction as in 7).
10. Walk to judge for inspection until dismissed.

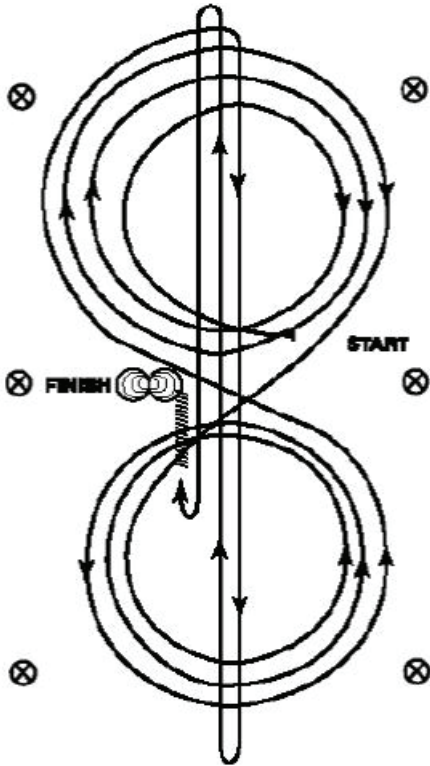
Pattern 2 (From POA)



Beginning at the center of the arena facing the left wall or fence:

1. Beginning on the right lead, complete two circles to the right: the first circle small and slow; the second circle large and fast.
2. Change leads at the center of the arena.
3. Complete two circles to the left. The first circle, small and slow; the second circle, large and fast.
4. Change leads at the center of the arena.
5. Run to the far end of the arena, past end marker, and do a left rollback – no hesitation.
6. Run to opposite end of arena, past end marker, and do a right rollback – no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena (or at least 10 feet). Hesitate.
8. Complete two spins to the right.
9. Complete two spins to the left.
10. Hesitate to demonstrate the completion of the pattern.
11. Walk to the judge and stop for inspection until dismissed.

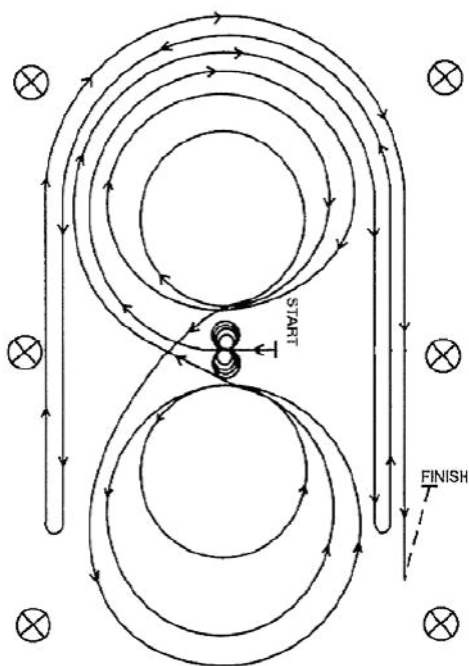
Pattern 2 (From 2013 AQHA Rulebook)



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 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern. Rider may drop bridle to the designated judge.

Pattern 8 (From 2013 AQHA Rulebook)



Beginning at the center of the arena, facing the left wall or fence:

1. Complete four spins to the left.
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, and 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, and 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 straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
6. 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 20 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 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. Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

Western Riding

1. 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.
2. 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 with both hind 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 its poll level with or slightly above the level of the withers. It should not carry its head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.
3. The judge will select one of two patterns to be performed. The judge is responsible for the pattern being correctly set.
4. On the pattern: (Western Riding Pattern 1)
 - a. The eight small circles represent pylon markers, which are recommended. These should be separated by a uniform measured distance of not less than 30 feet and not more than 50 feet on the sides with five markers (see diagram on page 119). The three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80 foot width in the pattern, as the arena permits.
 - b. A solid log or pole should be used and be a minimum of 8 feet in length.
 - c. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (- - -) jog, and the solid line (-) lope.
 - d. A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk. The cone should be placed a minimum of 15 feet before the first pylon. The on-deck exhibitor should not go to the start-cone until the exhibitor on pattern has cleared the working area by the start-cone for the final time.

5. **Scoring** will be on a basis of 0 to 100 with 70 denoting an average performance.

- a. Scoring guidelines: points will be added or subtracted from the maneuvers on the following basis, ranging from $+1\frac{1}{2}$ to $-1\frac{1}{2}$: $-1\frac{1}{2}$ extremely poor, -1 very poor, $-\frac{1}{2}$ poor, 0 average, $+\frac{1}{2}$ good, $+1$ very good, $+1\frac{1}{2}$ excellent. Maneuver scores are to be determined independently of penalty points.

6. An exhibitor shall be penalized each time the following occur:

One-half ($\frac{1}{2}$) Point

- Tick or light touch of log.
- Hind legs skipping or coming together during lead change.
- Non-simultaneous lead change (Front to hind or hind to front).

One (1) point

- Hitting or rolling log.
- Out of lead more than one stride either side of the center point and between the markers.
- Splitting the log (log between the two front or two hind feet) at the lope.
- Break of gait at the walk or jog up to two strides.

Three (3) Points

- Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet (3 meters) of the designated area.
- 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 (except when correcting an extra change or incorrect lead).
- In pattern one and three failure to start the lope within 30 feet (9 meters) after crossing the log at the jog.
- Break of gait at walk or jog for more than two strides.
- Break of gait at the lope.

Five (5) Points

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two 5-point penalties).
- Blatant disobedience including kicking out, biting, bucking, and rearing.
- Holding saddle with either hand.

Disqualified – (0) Score

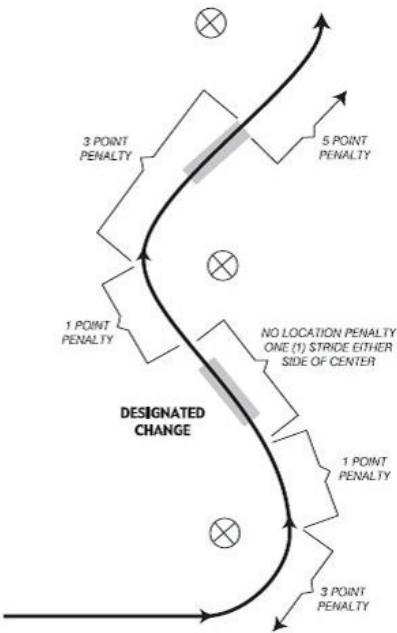
- Illegal equipment.
- Willful abuse.
- Off course.
- Knocking over markers.
- Completely missing log.

- Major refusal - stop and back more than two strides or four steps with front legs.
- Major disobedience or schooling.
- Failure to start lope prior to end cone in pattern 1.
- Four or more simple lead changes and/or failures to change leads.
- Overturn of more than one-quarter turn.

Credits

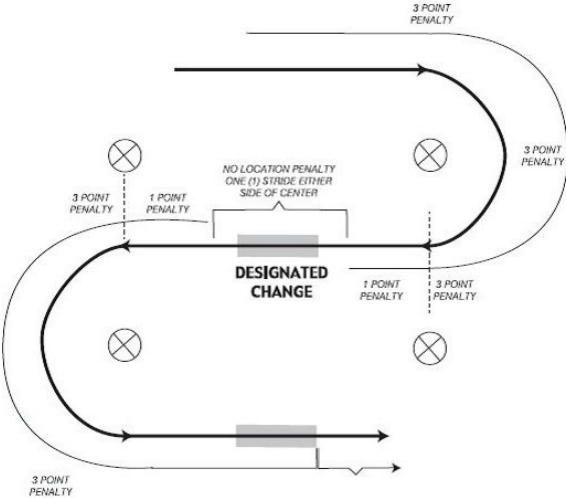
- Change of lead, hind and front simultaneously.
 - Change of lead near the center point of the lead change area.
 - Accurate and smooth pattern.
 - Even pace throughout.
 - Easy to guide and control with rein and leg.
 - Manners and disposition.
 - Conformation and fitness.
7. The following characteristics are considered faults and should be judged accordingly in maneuver scores:
- Opening mouth excessively.
 - Anticipating signals.
 - Stumbling.
 - Head carried too high.
 - Head carried too low (tip of ear below the withers).
 - Over-flexing or straining neck in head carriage so the nose is carried behind the vertical.
 - Excessive nosing out.

Location Penalties for Designated Change



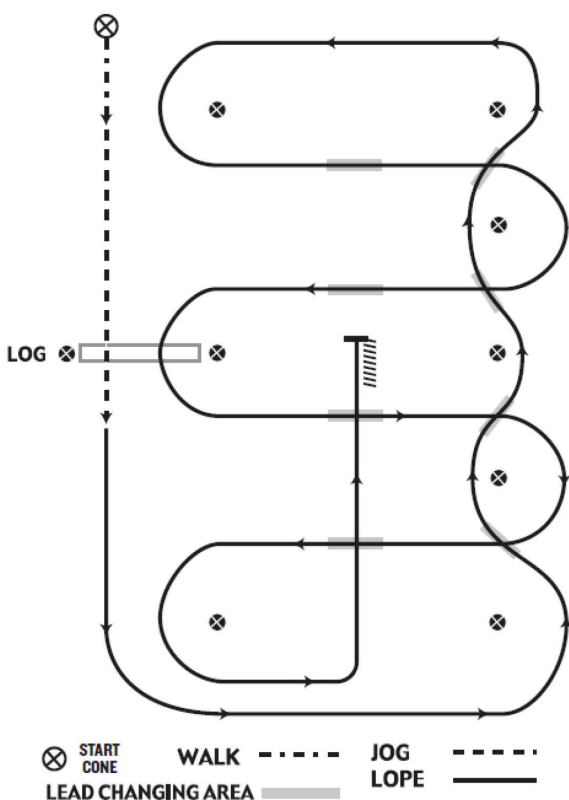
Lead Changing Area 

Location Penalties for Designated Change



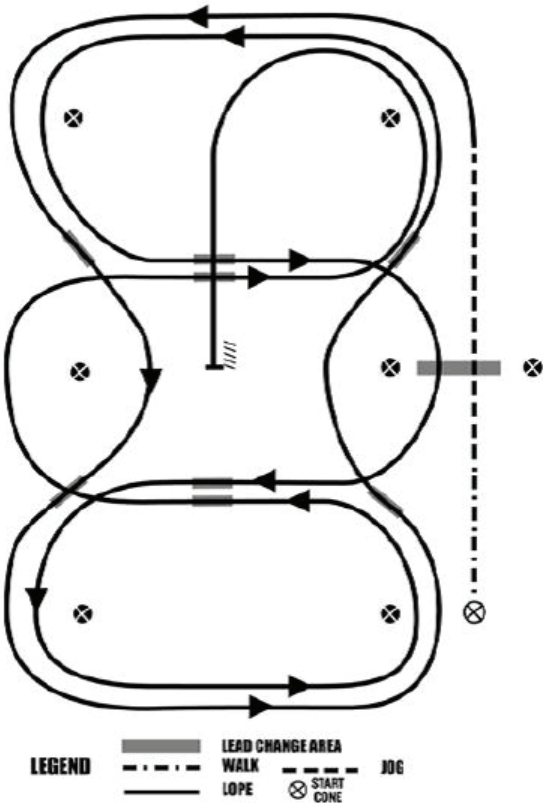
Lead Changing Area 

Western Riding Pattern 1



1. Walk at least 15 feet and jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change 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.

Western Riding Pattern 5
(Recommended for small arenas; From 2013 AQHA Rulebook)



1. Walk, transition to jog, jog over log.
2. Transition to the lope, on the left lead.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Lope over log.
9. Second crossing change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope, stop, and back.

Timed Events Division

Western Attire

1. Protective Headgear Policy: All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.** It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. **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. Any exhibitor doing so will be disqualified.**
5. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including, but not limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.
6. Dark blue jeans without holes must be worn. A belt is required.
7. Western boots must be worn. (Fashion heels are prohibited.)
8. Spurs are permissible. Spurs must be dull and the rowels free-moving.
9. Chaps, ball caps, tank tops, T-shirts, or jersey-type shirts **ARE NOT** to be worn.
10. Riders are allowed to wear knee and leg protection at their own discretion.
11. Failure to wear appropriate attire will result in dropping of a ribbon group.

General Rules for All Timed Events

1. These classes are timed events and the goal is to complete the course in the fastest time. The class starts when the horse crosses the timer line, and stops when the horse crosses the timer line on its return.
 - a. Exhibitors in walk-trot classes shall NOT be eliminated from participating in timed event classes.
2. 4-H's must be mounted when entering the arena. All exhibitors must have their mounts under complete control at all times. No assistance to either horse or rider is permitted up to or past the arena gate. If an exhibitor/horse is assisted in any manner, the exhibitor shall automatically be disqualified.
3. Poles (stakes) shall be approximately 1½ inch in diameter and of a safe material that will not splinter. Each shall be from 6 to 7 feet high, with a safe, stable stand for ballast. Each shall be painted so that it is easily distinguished from the background (rail, tanbark, etc.). Official base should be 12 to 14 inches in diameter.
4. Barrels shall be of the size of a 55-gallon drum and shall contain no sharp edges, either on the inside or the outside. Each shall be painted so that it is easily distinguished from the background. A protective device around the top of the barrels is permitted.
5. Management shall designate the order in which the entries shall compete.
6. An exhibitor shall be considered "on course" once any part of the horse crosses the starting line, until every part of the horse crosses the finish line after completing the course.
7. Timing line: The course for all competitors shall include a timing line to be a distance of at least 20 feet from the first obstacle. The timing line is imaginary and should be indicated by stakes, pylons, or other suitable markers.
8. Start and finish: The exhibitor shall be signaled when the judge and timing officials are ready. At any time within one minute after the ready signal is given, the entry shall cross the timing line and begin the course. Starting and finishing time shall be taken the instant any part of the entry crosses the timing line. Running start is prohibited. The entry must come to a halt and dismount after finishing the course before leaving the arena, but may make one circle before coming to a halt.
9. In the event of a tie, the horse declared the winner in the runoff must run the pattern within two seconds of its original time or the runoff must be held again. Regardless of the runoff time, no other horses in the event can move the tied horses out of the places for which they tie.
10. The use of spurs, bats, or over-and-under bats is optional. Excessive or abusive use of these items may be penalized.

11. Any unsportsmanlike behavior (such as arguing, yelling, hooting at the judge or show management) by exhibitors, volunteer leaders, or family members – in or out of the arena – will result in disqualification.
12. Breakage: If tack or equipment should break or the animal should cast a shoe while negotiating the course, and the difficulty prevents completion of the course, the entry shall be disqualified. Should the entry be able to continue the course despite the difficulty and without cruelty, it may continue without penalty.
13. The method of holding reins is optional.
14. Timing: A photo activated electrical timer is preferred to a stop watch. If such an electrical timer is used, at least one official should take the time with a stop watch in case of failure of the electric device. If such an electrical timer is not available, two stop watches are recommended to be used.
15. All measurements given in timed event rules are desired if arena space allows. However, when space does not allow prescribed measurements, common sense must prevail.

Penalties – Five Seconds

1. A five-second penalty shall be assessed for each obstacle knocked down, unless otherwise provided in the class specifications. The exhibitor must remain on course as if the obstacle were still standing.
2. A running start is **NOT** permitted. 4-H'ers may not start their run until the gate is closed behind them.
3. Not dismounting prior to leaving the arena.
4. Touching a barrel or pole with hand or body is not a disqualification. Touching a barrel or pole to right it is a five-second penalty.
5. An exhibitor is allowed only one 360-degree pivot or circle after entering the arena. Any violation of this shall result in a five-second penalty for each circle beyond 360 degrees.

Disqualifications – Any of the following infractions shall disqualify an entry:

1. Failure to begin course within 15 seconds after ready signal.
2. Any deviation from the pattern (being off course) is cause for disqualification. At the discretion of the show management, a disqualified exhibitor may receive the lowest ribbon placing.
3. Fall of horse and/or exhibitor while on course.
4. Spurring, striking the horse in any manner whatsoever forward of the front cinch, after entering the arena. (Touching the horse shall not be considered inhumane such as striking the horse.)
5. Entry being unruly or out of control.

6. Any kind of inhumane treatment whether or not specifically mentioned in this rule.
7. Excessive use of spurs, crop, bat, romal, or reins.
8. Failure of entry to leave the ring immediately upon notification by the judge of disqualification shall bar both the horse and exhibitor from further participation in the show.
9. Horses completing a run must be brought to a full stop in the area between the entry gate and time line prior to the exhibitor dismounting. Failure to do so with any part of the horse re-crossing the time line between or outside the time line markers shall result in a broken pattern and “no time” given.
10. Tying, buckling, or fastening a rider in the saddle in any way.
11. No number visible, or incorrect number.
12. Loss of protective headgear.

Timed Events Equipment

1. All Western tack and equipment is acceptable if determined to be humane by judge or show committee. If a tie-down is used, the noseband must be rope, leather or nylon. No wire permitted. No bare metal in contact with the horses head allowed. Chain, wire, or metal tie-down or bonnets are prohibited. All bits described in the Western performance division are acceptable. Additional examples of acceptable bits are shown at right. The list is not complete.



Roping Bit



Sidepull



Chain Gag Bit



Combination Rope Nose Gag



Hackamore
3-piece Twisted Wire



Hackamore



Workman Short Shank Bit

Optional Equipment

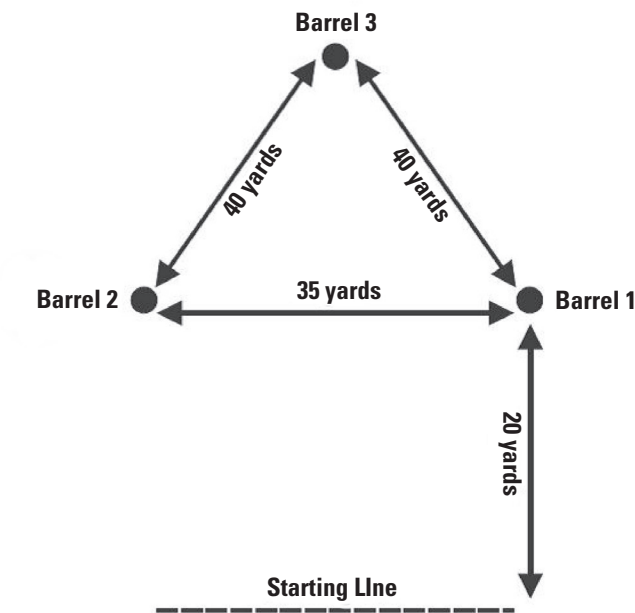
1. Running martingales, standing martingales, or tie-downs are permitted. Bell boots, shin boots, or skid boots are permitted. If split reins are used, they must be tied or fastened together. A single rein is recommended.
2. Prohibited equipment: Nosebands and tie-downs with bare metal. Chain, wire, or metal tie-down or bonnets are prohibited, regardless of how padded or wrapped.

Timed Event Classes

Cloverleaf Barrel Racing Pattern

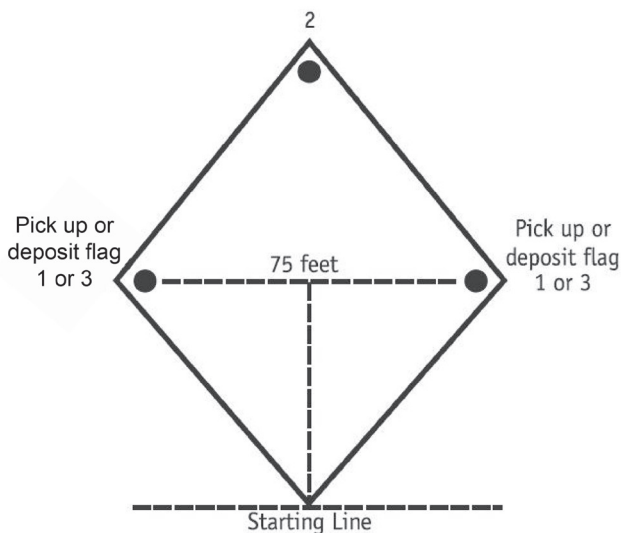
1. Barrels should be the size of a 55-gallon drum, with no sharp edges. Each barrel should be painted so that it can be easily distinguished from the background. Protective devices around steel barrel tops are recommended.
2. The size of the pattern (see figure at right) should be 105 feet (35 yards) between barrels 1 and 2, 120 feet (40 yards) between barrels 2 and 3, 120 feet (40 yards) between barrels 1 and 3, and 20 yards from the timer to the first barrel. It is also recommended that the barrels be set a minimum of 18 feet off the fence. The course must be measured exactly.
3. If the course is too large for the available space, then each measurement of the pattern should be reduced 15 feet (3 yards) from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.
4. Riders have the option of riding course A or B.
 - a. **Course A** – The entry must cross the timing line, circle barrel 1 clockwise, circle barrel 2 counterclockwise, circle barrel 3 counterclockwise and run between barrels 2 and 3 to cross the timing line.
 - b. **Course B** – The entry must cross the timing line, circle barrel 2 counterclockwise, circle barrel 1 clockwise, circle barrel 3 clockwise and run between barrels 2 and 3 to cross the timing line.
5. Off course is defined as passing by the center of a barrel on the wrong side as far as the shoulder point is considered to be off course. Each barrel center should be clearly marked with straight markers parallel to the starting line. Extra loops in the pattern other than those normally diagrammed should be considered off course.

Cloverleaf Barrel Race (Patterns A and B)



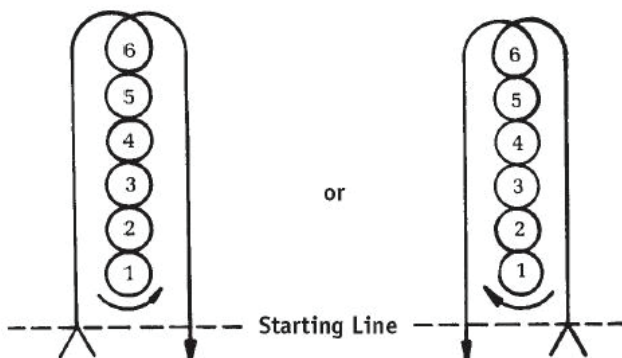
Flag Race

1. The course (see figure below) is set up in the same manner as for the Cloverleaf Barrel Race. Two 2-gallon buckets (plastic or rubber) filled with sand should be placed on the centers of barrels 1 and 3.
2. The length of the flag sticks should be 18 inches long, and flags should be at least 5" x 7". Wooden doweling $\frac{3}{4}$ inch in diameter, or other suitable round material, should be used for the flag.
3. The rider will pick up a flag at barrel 1, ride behind barrel 2, and place the flag in the bucket at barrel 3. Riders have the option of riding course A or B:
 - **Course A** – The entry will cross the starting line and begin following the pattern to the left.
 - **Course B** – The entry will cross the starting line and begin following the pattern to the right.
4. **Disqualifications** – Causes of disqualification include:
 - Failing to pick up the flag on the first pass.
 - Failing to place the flag in the bucket on the first pass.
 - Hitting any part of the horse with the flag or stick.
 - Dropping the flag.
 - Knocking over any of the barrels or knocking the bucket off, or over, on the barrel.
 - Dropping the flag into the bucket with the flag end down.
 - Running off course (not staying on pattern).
 - Falling of horse or rider.
 - Not displaying a visible number on
 - Use of prohibited equipment.



Pole Bending

1. The pole bending pattern (see figure below) is run around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line. The first pole is to be 21 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 to 14 inches in diameter.



2. Exhibitors may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
3. Disqualifications:
 - Turning pole wrong way.
 - Running off course-not staying on pattern.
 - Falling of horse or rider.
 - Not having a visible number on.
 - Use of prohibited equipment.

Horse & Pony Driving Division

Safety for Driving

1. **Never leave a hitched horse unattended.**
2. **Always have shafts the proper length for the animal.**

There must be adequate room for the animal's hind legs to move freely at an extended trot and still have the shaft's tips at the point of the animal's shoulder.
3. **Never tie a horse by the driving bridle.**
 - If necessary, slip a halter over the driving bridle and tie to the halter ring.
4. **Be able to stop your horse with only the voice command "Whoa."**

- In a crisis, how willingly your horse listens and responds to voice commands can make a difference in whether there is an accident and how serious it is.
5. **Always bridle the horse before hitching to the vehicle, and attach the reins immediately.**
 - Remember, the bridle and blinders keep the horse from seeing behind.
 - The bridle is the last part of the harness to be removed.
 - Never remove a horse's bridle before taking the cart off the horse.
 6. **A checkrein that comes off can disturb a horse that relies on the checkrein for its head position and support.**
 - Check the leather piece on a routine basis, making sure that the leather retainer and terret hook are working properly.
 7. **Always have the horse held while putting to a vehicle.**
 - If you must hitch alone, keep reins in one hand while you control the shafts with the other.
 - Never back an animal between shafts that are on the ground.
 - Never hitch or unhitch in unfamiliar surroundings without a capable person at the animal's head.
 8. **Never leave the driver's reins unbuckled** in case one rein drops while driving.
 9. **Never allow passengers to enter a vehicle until you are seated with reins in hand and never dismount while passengers are in the vehicle.**
 10. **Pay special attention if your horse is swishing its tail.**
 - If the driving reins get caught underneath its tail, the horse will be frightened, immediately clamp down its tail, tuck under its hindquarters, and jump forward or move erratically. If the tail comes down on the reins, immediately give the voice command "Whoa" without pulling back on the reins. Lean forward carefully, lift the tail from the hindquarters, and free the rein.
 - If your horse is a tail swisher, hold the reins a little wider or higher when the horse is swishing its tail and then resume the normal rein position when the tail is quiet.
 - If your horse is a constant tail swisher, it can be helpful to braid or knot its tail. Make sure there isn't some other source of discomfort, such as the crupper being adjusted too short.
 11. **When driving, always keep a safe distance from other vehicles,** especially passing and lining up at the completion of a class.
 - If your horse misbehaves while standing, leave plenty of room behind and to the side of you when lining up.
 12. **To reverse direction,** it is suggested that the horse be turned toward the center of the ring, cross diagonally to the other side of the ring, and proceed in the opposite direction at the ringmaster's direction.

13. **When on the line, the attendant MUST dismount** and stand at the head of the horse until it is called to perform on the rail.
14. **A runaway horse with a vehicle attached is a potential weapon.**
 - The horse will run faster and faster, bucking and kicking to get away from the danger behind.
 - It is very difficult to control a runaway, and you must approach with caution. The shafts of the cart can seriously injure a person and the horse.
 - You can avoid a runaway situation with careful handling, proper harnessing, and safe driving practices. A solid wall or corner can help stop a runaway horse.
15. **In case of a runaway, all other drivers must move off the rail to the center of the ring and stay in their vehicles.**
 - Most frightened horses tend to run the rail, looking for a way out.
16. **Double check the axles and nuts every time you get in the cart. Always check the vehicle's tire pressure for a smoother ride for both driver and horse.**
 - A wheel wrench and tire pump should always be close by. A loose tire could be a disaster!
17. **The harness and vehicle must be in good repair and structurally sound.** It is the responsibility of each competitor to ensure that harness and vehicle are in good repair and structurally sound. The turnout should be clean and fit properly; all metal furnishings should match, be secure and polished. Breastplates are appropriate with lightweight vehicles.

General Rules

1. Judges should expect to see different styles and types of horses and movement, styles of driving, etc., in the driving classes. The judge should evaluate way of going relative to the style and type of animal, i.e., pleasure, park (saddle), draft type, etc. The judge should consider desired standards for breed types being shown.
2. The term "whip" is a traditional, but sometimes confusing euphemism. The person controlling the lines and whip shall be referred herein as driver.
3. The only person to handle the lines and whip is the driver. Assistance from attendant or any other person will be penalized. The driver shall sit on the right-hand side (offside) of the vehicle.
4. Either one- or two-handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent "feel" with the horse's mouth.

Driver's Attire

1. Protective Headgear Policy: All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute)) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted.
NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET. It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including, but not limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.
4. Dark blue jeans without holes must be worn. A belt is required.
5. Riding boots or leather shoes with distinguishable heel must be worn.
6. Gloves (color optional, but brown is traditional).
7. **Whip:** While remaining seated, the driver must be able to reach the shoulder on the near side of the horse with the thong of the whip. Whip must be carried in hand at all times while driving. Proper driving whips should be used. Nonconventional whips (example: lunge whips or whips with lashes longer than those on conventional driving whips) should not be used and may be penalized.
8. Failure to wear appropriate attire will result in dropping of a ribbon group.

Driving Attendant or Header

1. Must be 16 years or older.
2. Must be on the vehicle or enter the ring when the line-up is called.
3. May assist in setting up the animal.
4. Stands two paces back from the horse's head and will remain there, except in emergency, until the judge's card(s) are turned in.
5. The header should not step back to allow judge in between horse and header.

6. All headers should be appropriately attired similar to driver.

Driving Equipment

1. A single animal hitched to an appropriate two- or four-wheeled vehicle is allowed. Breeching or thimbles may be used at the option of the exhibitor.
2. The vehicle must have a securely fastened footrest or basket, minimum 10 inches front to back (to help the driver maintain balance). For shorter children, you may need to attach another block securely as a foot brace.
3. Shafts
 - Equipped with singletree or trace hooks
 - Should reach nearly to the point of the shoulder
4. Wheels
 - Heavy-duty wheels—20 gauge or heavier
 - Wooden wheels
5. Standard bridle with or without blinders; however, blinders are strongly recommended. Cavesson or noseband that completely encircles the nose.
6. Driving harness. Pleasure, light, and fine harnesses are acceptable. A full-collar harness may be used; a breastplate is suitable with lightweight vehicles. No scotch collar or housing is permitted.

Optional Equipment

1. Running martingales optional with jog carts only; prohibited with any other vehicle. Martingales are prohibited with leverage bits.
2. Sidechecks optional with any vehicle; overchecks allowed only with jog carts. A jog cart is defined as a wooden or metal-framed, wire-wheeled vehicle with pneumatic tires.
3. Kicking straps.

Prohibited Equipment

1. Racing sulkies and chariots.
2. Driving vehicle with bicycle tires.
3. Quarter boots.
4. Twisted wire or wire bits.
5. Tail appliances other than a regular low crupper.
6. Wire chin straps, regardless of how padded or covered.
7. Excessive ornamentation on harness, bridle, or cart shall be penalized.

Driving Bits

1. Animals used in driving may be fitted with a half-cheek bit with the mouthpiece being either jointed, straight bar or twisted, a butterfly driving bit, or a Wilson snaffle with two extra floating rings to which the cheekpieces of the bridle are attached. When a Wilson snaffle is used, the reins should be buckled through both rings. The Wilson snaffle can have flat or wire cheeks.

2. Other traditional bits, such as the Liverpool, Buxton (only with draft horses), elbow, butterfly, or post bit are acceptable. These bits must be used with a curb chain or strap. These bits may have a variety of mouthpieces, jointed, straight, or ported
3. No type of bit-less bridles may be used in a driving class.

Types of Driving Bits



Buxton Port Bit



Half-Cheek Snaffle Bit



Half-Cheek Single
Twisted Wire



Half-Cheek
Mullen Mouth



Butterfly Snaffle Bit



Butterfly French Link



Liverpool Low Port



Liverpool Snaffle Bit



Military Elbow Driving Bit



Post Bit, Arch Mouth



Wilson Snaffle Bit

Driving Gaits

1. **Halt** – Horses and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, horses should stand attentive, motionless, and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.
2. **Walk** – A free, regular, and unconstrained walk of moderate extension is required. The horses should walk energetically, but calmly, with even and determined pace.
3. **Collected trot** – The pace is slower than the working trot. The neck is raised enabling the shoulders to move with more ease; the hocks are well engaged and maintain impulsion notwithstanding slower movement.
4. **Working trot** – The pace is between the collected and extended trot but is more round than the extended trot. The horses/ponies must go forward freely, unconstrained and balanced, engaging the hind legs with good hock action and maintaining impulsion on a light rein. The steps should be even with the hind feet touching the ground in the footprints of the fore feet.
5. **Extended trot** – The horses/ponies should lengthen their stride, covering more ground with each step, without their action becoming higher while remaining on the bit with light contact. The neck is extended and, with greater impulsion from the quarters, the shoulders are used more actively.
6. **Rein back** – Rein back is defined as a backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts: a) The horse must move

backward at least four steps in an unhurried manner with head flexed and straight, pushing the carriage back evenly in a straight line. The driver should use quiet aids and light contact. b) Move forward willingly to former position using the same quiet aids.

7. **Transitions** – Changes of pace and speed must always be made quickly and smoothly but not abruptly and the horses/ponies remaining calm, light in hand, and in the correct position. The cadence of a pace should be maintained up to the point of the required transition.
- Stock and hunter types will move with low strides, with little flexion of knees and hocks.
 - Pleasure type will move with rounded, medium strides, flexed neck with poll higher than withers, and will display forward reach and flexion of knees and hocks.
 - Saddle type will move with rounded strides and may display higher head carriage and action and more knee and hock flexion.

Reinsmanship (Driving Equitation)

General Regulations and Requirements

1. A driving class in which the entries are judged on the ability and skill of the driver (tests are required).
2. The horse is to be shown in a harness suitable to the vehicle used.
3. Drivers shall be required to rein back.
4. All drivers chosen for a work out may be worked at any gait requested by the judge and may be asked to execute a simple figure eight. If additional work is required, beyond a simple figure eight, the pattern must be posted thirty (30) minutes prior to class.

Class Procedure

Horses enter to the right (counterclockwise) at a working trot/intermediate gait, and work both ways of the ring at the flat-footed walk, working trot/intermediate gait and trot on/increased intermediate gait. REVERSE will be executed on the diagonal at a walk or working trot from a designated corner at the direction of the ringmaster or judge. Drivers line up where directed. Horses must stand quietly in line.

Reinsmanship Tests

- Back four (4) steps and return to place in line.
- Drive a circle—size at judge's direction.
- Drive a figure-eight.
- Drive at an extended trot/increased intermediate gait.
- Negotiate a simple obstacle (i.e., drive between two (2) obstacles at a working trot or halt between two (2) given markers).
- Pivot (turn) with one wheel in place, left or right, at 90°, 180°, or 360°, at judge's direction.
- Back between two (2) markers.
- Drive at the extended flat-footed walk.

Basis of Judging

- Judged as an equitation class on hands, proper harnessing and hitching, and correct driving techniques. Driver should be able to change gaits quickly, smoothly, and unobtrusively while always maintaining contact and using correct driving techniques.
- 75% on handling of reins and whip, control, posture, and overall appearance of the driver.
- 25% on proper harnessing and hitching, condition of horse or pony, harness and vehicle, and neatness of attire.

Driver Specifications

Mounting

The driver may mount from either side. A passenger or groom enters from and sits to the driver's left. Each type of vehicle has a safe method of mounting and dismounting.

Driver's Position

The driver's position on the seat must be secure, but not so stiff that any sudden movement will cause a loss of balance. Sit up straight with the arms slightly extended, elbows slightly bent and close to the body. Look ahead between the ears of the horse. Hold the reins with a light hand, keeping constant contact with the horse's mouth. Adjust the seat and foot board to allow the knees to be comfortably bent. The feet should be just far enough apart to maintain balance—one foot slightly ahead of the other rather than spread apart. The whip is held at the point of balance, resting on the forefinger and lightly in the palm of the hand by the lower three fingers.

Hands

Driving with either one or both hands is optional and neither is given preference.

Driving with Two Hands

There are three options for holding the reins.

- 1.Option 1: Reins held between thumb and index (first) finger (see Figure 3 on page 140).
- 2.Option 2: Reins held between index (first) finger and middle (second) finger (see Figure 5 on page 140).
- 3.Option 3: Reins go under little finger OR between ring (third) and little (fourth) finger, come out between index (first) and middle (second) fingers, then between index finger and thumb and down through fist. This position offers the most control (see Figure 7 on page 140).

Hands are held close together with the bight (buckle) of the reins held by the little finger (see Figures on page 140). Holding this loop by the little finger of the left hand allows the left hand to control the reins and the right hand to control the whip. A rein loop added to the buckle (i.e., shoelace section)

to put over the little finger is easier on small hands than holding the bight of the reins.

Whip is held in the right hand at a 45 degree angle to the horse (see Figure 1 on page 139).

To Lengthen the Reins

Slide hands backwards and readjust bight.

To Shorten the Reins—Method is optional. Below are two examples:

1. Method 1: Spread hands apart until the bight is taut (if reins are short enough) and, maintaining even contact on the bit with the right hand, slide the left hand forward the required distance. Bring the right rein together with the left rein in the left hand; release the right rein from the right hand. With the right hand, take the right rein in front of the left hand, releasing the right rein from the left hand, and return hands to normal position.
2. Method 2: Put hands together with both reins in both hands with left hand directly behind right hand. Slide right hand forward to desired length of rein. Release reins from left hand and pick up left rein opposite right hand.

Driving With One Hand

In the Achenbech method of driving, all reins are in the left hand and most direction is done with the right hand, which also holds the whip (see figure 2 on page 139). The left hand should be about seven inches in front of the center of the body, with the thumb pointed across the body, index finger extended, pointed slightly downward and to the rear. The near rein passes between the thumb and index finger. The off-side (right) rein passes between the second and the third fingers. Both reins are held firmly in the palm of the hand by the lower three fingers. The thumb is not pressed down on the rein except when a loop is taken up to turn a corner. The right hand, with the whip in palm, should always be ready to make any needed adjustment. The whip is held with the top well up, pointed across the body toward the horse's left ear.

Turning

Turns may be made by rotating the left hand and a slight movement across the body to the left or right, by taking a loop, or by using the right hand.

Turning Left by Taking a Loop

Right hand holds the left rein with the second, third, and little fingers. The right hand is in front of the left hand approximately six inches (depending on the sharpness of the turn). Bring the right hand back so that the rein forms a loop under the left thumb, which presses firmly down to hold the loop in position. The left hand is not moved forward as the loop is taken. Thumb releases loop when turn is completed (see Figure 4 on page 140).

Turning Right by Taking a Loop

Right hand takes hold of the right rein in exactly the same manner as above for turning left. The rein is held firmly under the left thumb until the turn is completed when the rein is released (see Figure 6 on page 140).

Turning Left by Using the Right Hand

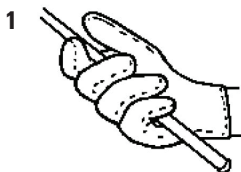
The right hand is placed on the left rein slightly in front of the left hand. The rein is held lightly downward, and backward pressure is put on the left rein. The horse will then turn left. The right hand is removed from the rein as soon as the turn is completed (see Figure 8 on page 140).

Turning Right by Using the Right Hand

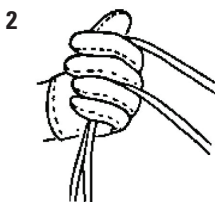
To turn right, use the same procedure as above, with the right hand putting light pressure on the right rein, releasing it as soon as the turn is completed.

Shortening the Reins

The right hand takes hold of both reins in front of the left hand: right rein between the ring and the little finger; left rein between the first and second fingers (see Figure 10 on page 140). The fingers of the left hand are relaxed to allow the reins to be pushed back between them by the right hand. When reins are shortened sufficiently, the fingers of the left hand are closed on the reins again and the right hand is released. Using this method, contact with the horse's mouth is not lost.

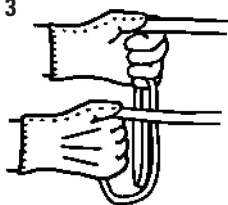


Hand Position for
the Holding Whip



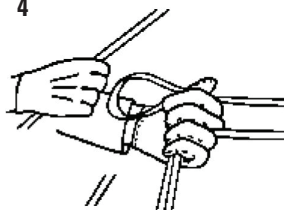
Driving With One Hand

3



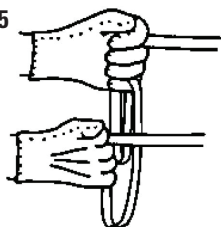
Holding the Reins - Option 1

4



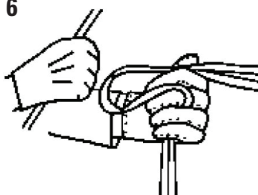
Turning left by taking a loop

5



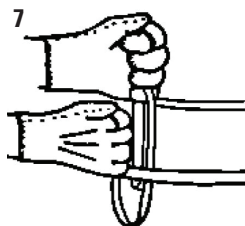
Holding the Reins - Option 2

6



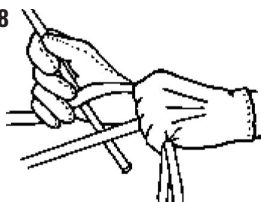
Turning right by taking a loop

7

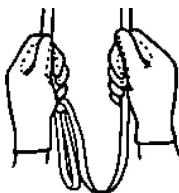


Holding the Reins - Option 3

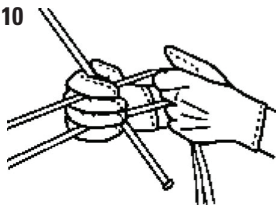
8

Turning left by
using the right hand

9

Holding the Reins
view from above

10



Shortening the reins

11

Holding the whip
view from above

Pleasure Driving

Class Procedure

Horses enter to the right (counterclockwise) at a working trot/intermediate gait and work both ways of the ring at the flat-footed walk, working trot/intermediate gait and trot on/increased intermediate gait. Extreme speed and/or extreme high action due to length of foot, pads, and/or weighted shoes will be penalized. Reverse is executed on the diagonal at a walk or working trot from a designated corner at the direction of the ringmaster or judge.

Drivers must line up in the center of the ring at the direction of the judge. Horses must stand quietly in line. Headers (or grooms) are allowed, but must stand five (5) feet in front of horse and not touch the animal except in an emergency. Horses must back readily four (4) steps. Horses will be shown on the rail except when passing or reversing. Slower animals should use the inside track. Driver must maintain sensitive contact with horse's mouth at all times.

Basis of Judging

The pleasure driving horse should have basically the same general qualities as the pleasure saddle horse. Special emphasis is placed on the flat-footed walk and the pleurability of the ride for the driver. The horse should be in balance with a head and neck carriage typical of its breed or type, should be light-mouthed, and have a free way of moving. At all gaits, it must work in form (i.e., head held quietly, mouth closed, and legs working beneath itself). The traces should be steady at all times, demonstrating consistency of forward motion and that the horse is pulling from the traces, not from the mouth or saddle. Erratic movements are highly undesirable. Hesitation or breaking stride will be penalized.

- 70% on manners, performance, condition, style, and way of going.
- 20% on fit, condition, and appropriateness of harness and vehicle.
- 10% on animal's conformation and driver's neatness and attire.

Optional Pleasure Driving Classes

1. **Pleasure Driving – Turnout:** A pleasure driving class in which entries are judged primarily on the performance and quality of each turnout. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. To stand quietly and to rein back. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge, and may be asked to execute a figure eight and/or perform other appropriate tests.

- 40% on performance, manners, and way of going.

- 30% on condition, fit and appropriateness of harness and vehicle.
- 15% on neatness and appropriateness of attire.
- 15% on overall impression.

2. Pleasure Driving – Working: A pleasure driving class in which entries are judged primarily on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. To stand quietly, both on the rail and while lined up, and to rein back. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure eight.

- 70% on performance, manners, and way of going of the horses.
- 20% on the condition and fit of the harness and vehicle.
- 10% on neatness of attire.

Miscellaneous Classes

Costume Class

Management should state upon what basis the class is judged (prettiness, originality, most authentic, etc.). Performance should be taken into account. Each exhibitor should be appropriately attired in the costume of his or her choice and carry out the theme of the class. Pairs may be entered as a single entry, but awards will not be doubled. No skits or acts will be allowed. The exhibitor's back number must be clearly visible by the judge. Whenever possible, the management should ask each exhibitor to provide a description of their outfit and the era to be depicted.

Egg and Spoon

Each exhibitor is given one egg and one spoon. Suitable tableware should be used, with all of the spoons being of similar size. It should be allowable to hold the egg in place with the thumb until the class is officially started. The exhibitors are then to hold the spoon by the handle and not touch the egg. Exhibitors should, before the start of the class, be informed that they can be disqualified for holding the egg with their fingers or thumb.

Exhibitors shall be asked to walk, jog or trot, and canter or lope both ways of the ring. Entries will be eliminated and brought to the center of the ring as they drop their eggs. The judge may ask for exhibitors to back, halt, reverse at any gait (when numbers ensure safety), or ride without their stirrups until all entries have dropped their eggs. Winners will be placed in the reverse order in which they were eliminated. Tack is optional, but attire should be appropriate and complete for the style of riding. Bareback riding is not allowed. Exhibitors shall not be asked to place eggs in their mouths.

Musical Chairs

This class is run just as any game of musical chairs. Folding chairs, feed sacks, throw rugs, or anything to stand or sit on are placed around the arena. There will be one less sack than there are competitors. If music is available (in any form), this should be played, and the exhibitors are to continue moving at the required gait. When the music stops, the exhibitor should dismount and move to a chair or sack, and stand or sit. The exhibitor without a chair or sack is eliminated. If no music is available, then the ringmaster can give a signal "go" at the requested gait and then the signal to "stop." If a whistle is available, this is a good source of music. Exhibitors may be eliminated for not moving at the required gait or failing to move and continue moving while the music is being played. English or Western tack may be used and bareback riding may be permitted.

Pleasure Pairs

1. Pairs may be shown in hunt seat, saddle seat, or Western tack and attired in accordance with the rules of the pleasure class in the respective riding divisions.
2. Class entry will consist of two horses or ponies and two exhibitors.
3. Entries are to be shown abreast at a walk, jog or trot, and lope or canter, both ways in the ring. Horses may be asked to back and stand quietly. Judges may request additional tests.

Precision (Command) Pattern Class

1. Horses will be judged on their ability to perform a prescribed equitation type pattern with emphasis placed on execution of movements, manners, responsiveness to the rider, precision, and exactness of pattern. Cones will be used to denote movements within the pattern. A pronounced time limit will be imposed on all patterns. Horses will not be required to do flying lead changes.
2. Rider's equitation will not be evaluated.
3. Horses may be exhibited in either Western, hunt seat, or saddle seat tack and attire, but a mixture of tack and attire is prohibited, with the exception of boots. Entries must conform to appointment rules for their respective divisions. Second, the command of execution is given, which tells the riders to do it.

Versatility

1. This class is designed to motivate riders to broaden their riding skills and interests and to create an opportunity for riders to develop new skills and further train their horses. The versatility class is especially designed for more advanced riders with versatile animals.

2. The class consists of four divisions, with each division being run in accordance with 4-H Horse Show Guidelines for the particular class. Two of the divisions should be Western Horsemanship and English Equitation (either hunt seat or saddle seat). The other two divisions should be chosen from classes in this manual as events of interest to the majority of the exhibitors in the show and audience. Recommended classes are trail class, reining, hunter hack, Western riding, barrels, pole bending, or driving.
3. Management should remember that this class has four divisions and may take a long time to run if entries are not limited. Each rider must show and use the same horse in all four events. Judges should place each class separately and give points to the award winners. Points should be totaled for all four events to determine the overall awards. All changes of tack and attire should be done in the arena.

Drill Team Competition

Each drill team should work as a unit. Each team will follow a prescribed routine and will be judged on uniformity of entry (size of horses and riders, personal appointments, etc.), precision, ease of executing routine, control of mounts, and the equitation skill of the riders as it reflects on the overall quality of the performance. Voice commands can only be given by one of the team members. Music is encouraged if the team makes the necessary arrangements with the management. Only one pattern should be used in any one class.

Tack and Attire

1. Refer to Western, hunter, or saddle seat type tack and attire requirements. All team members must use the same type of tack and attire. Western type drill teams may use one or two hands on reins.
2. Mechanical hackamores, gag bits, draw reins, tie downs, any type martingale, cavesson noseband in Western bridle, crop or whip, and protective leg wraps or boots are prohibited in drill team competition.

Definitions for Drill Teams

Leader: The leader or director can either ride at the head of the column, or he or she can ride on the flank and give commands that are repeated by another leader riding at the head of the column.

Commands: Commands are given in two parts. First, the command of preparation is given, which tells the riders what to do.

About: Indicates that when the movement is completed, the riders will be moving in the opposite direction from the original one.

Column: A file of riders, one behind the other.

Distance: The space between riders when measured from the front of the column to the end of it. The normal distance is four feet from one horse's tail to the nose of the horse behind him.

Decrease the front: Reducing the number of riders riding abreast.

Increase the front: To change the formation so that the number of riders riding abreast is increased.

Scoring Procedure

Judging will be based upon the following:

- Ability of team to perform together in unison and precision during the pattern 40%
- Seat, hands, position, and general appearance of the riders 30%
- Grooming of mounts 20%
- Uniformity of mounts (as to size and type) and appointments 10%

Credit should be given for change of pace, theme, originality, timing the maneuvers to appropriate places in the music, and degree of difficulty. Degree of difficulty can only be rewarded if done well and marked down if done poorly. Extra credit should be given for new and innovative maneuvers.

Failure to perform all the required maneuvers or failure to complete the pattern within the time limits will result in no score.

General Regulations

1. Each drill team will be made up of at least two members and no more than eight members. In judging, credit should be given to drill teams with larger numbers of members.
2. Voice commands can only be given by one of the team members.
3. The arena may be marked like the dressage arena or markers (cones) may be used.
4. Western-type drill teams may use one or two hands on the reins.

Program Selection

1. The program is left to the creativity of the drill team. The minimum maneuvers required include:
 - Trot, lope off of the rail
 - One change of lead (either simple change or flying change)
 - Change of direction
 - Back
 - One stop each from a trot and a lope
2. Additional maneuvers and repetitions of required maneuvers are appropriate for the drill team program.

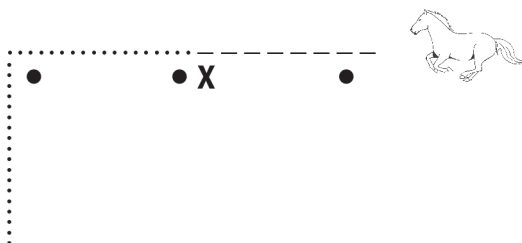
3. The time limit is two to four minutes.
4. Drill teams are encouraged to set their program to music. Music selections may be edited and combined to fit drill team pattern and time requirements. Drill teams must provide their own music on a cassette tape.
5. Each drill team is required to provide the judges with a written program at least one hour prior to the class.

Miniature Horse Division

- **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in a disqualification.**
- Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
- A solid, plain, front button or snap long-sleeved shirt of any color (including white) may be worn. The following is prohibited: personalized logos or personalized embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including but not limited to sequins, rhinestones, chains, etc. Shirt must be tucked in.
- Dark blue jeans without holes. A belt is required.
- Western boots must be worn. (Fashion heels are prohibited.)
- Western hats are required.
- Spurs are permissible. Spurs must be dull and the rowels free-moving.
- Chaps, ball caps, tank tops, T-shirts, or jersey type shirts **ARE NOT** to be worn.
- Failure to wear appropriate attire will result in dropping of a ribbon group.

Miniature Horse Halter

1. Horses to be shown in halter at a walk and trot. Judge to ask for horse to walk past them and trot away; horse to turn 90 degrees making an "L" and continue to trot into line up. This allows the judge to view the movement from the front, back, and side.



Judge X

Walk — — — — —

Trot

2. The miniature horse is to be shown to its best advantage. It is preferred that the horse stand square. The judge at his or her discretion may ask to have the horse stand square, which means all four feet are flat on the ground and at least one front and one rear cannon bone perpendicular to the ground.
3. Horses may be clipped or shown in full coat.
4. Horses may be shown with or without polished hooves.
5. Horses must be serviceably sound, in good condition, and well-groomed. Transmissible weakness and unsoundness to be penalized.
6. No whips and/or crops are allowed in halter classes.
7. In halter division any type halter is permissible.

Miniature Horse Showmanship at Halter

- Only the handler is judged. The horse is merely a prop to show the showmanship ability of the handler.

Showing the Horse:

Leading

- Enter ring leading animal at an alert walk in a counter-clockwise direction.
- Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in left hand.
- The horse should lead readily at a walk.
- After judge has lined up the class in front of spectators, he or she will call on each exhibitor individually to move his or her horse individually.

Posing

- When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
- Pose your horse with his feet squarely under him.
- Do most of your showing with the lead strap.
- Never touch or kick the horse's leg into position.
- Do not crowd the exhibitor next to you when in a side-by-side position, or in front of or behind you when lined up head to tail.
- When judge is observing other animals, let yours stand if posed reasonably well. Be natural. Over showing, undue fussing, and maneuvering are objectionable.

Poise, alertness, and merits

- Keep alert and be aware of the position of the judge at all times. Do not be distracted by persons or things outside the ring.
- Show the animal at all times.
- Be courteous and sportsmanlike at all times.
- Recognize quickly and correct faults of your horse.
- Respond quickly to requests from judges and officials.

- Keep showing until the entire class has been placed and excused from the ring.
- A judge may ask an exhibitor questions (Example: exhibitor number, horse's age, body parts of horse, etc.)

Miniature Hunter and Jumper

General Rules for Both Divisions

1. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course.
2. All jumps in hunter and jumper courses must be numbered on the course in order of sequence.
3. The minimum age for a horse to enter the jumper or hunter class is 3 years old.
4. The person showing a jumper or hunter cannot jump the course with the horse.
5. Hunters and jumpers may show with braided manes and tails in the manner of their larger counterparts.
6. Judge(s) shall walk hunter/jumper course with designer and exhibitors prior to start of class.
7. All jumps used in performance classes must be collapsible.

Hunter Class

Hunter Course Design

1. Hunters are to be judged on style, manners, and way of going with preference given to those miniatures who cover the course at an even pace, with free flowing strides, as in a brisk trot or canter, but must maintain same gait throughout course.
2. Sample courses to be provided to show management.
3. Jumps must be a minimum height of eighteen (18) inches and maximum of twenty-four (24) inches.
4. There will be a minimum of four (4) obstacles, and miniatures are to make a minimum of six (6) jumps and a maximum of eight (8) jumps
5. Jumps must simulate those found in the hunting field, such as brush, stone wall, gate, white fence, chicken coop, oxer, and in-and-out.
6. In-and-out must never be placed at the beginning of the course.
7. Courses should be tried out so as not to make turns too sharp for an exhibitor or miniature.
8. In-and-out is considered one obstacle and scored as such.

Course Performance

1. Hunters must demonstrate at least one, but no more than four, changes of direction.
2. Charging fences, or not maintaining the same gait throughout the entire course shall be penalized.
3. Upon completion of the entire class over jumps, finalists will be trotted past the judge(s) for soundness check.

Miniature shall not be required to re-jump the course.

4. Refusal of one element of an in-and-out requires the retaking of both elements.

Scoring

1. Major faults to be considered are: knockdowns, touches, refusals, bucking or kicking, spooking or shying, showing obstacle to miniature, or wringing tail.

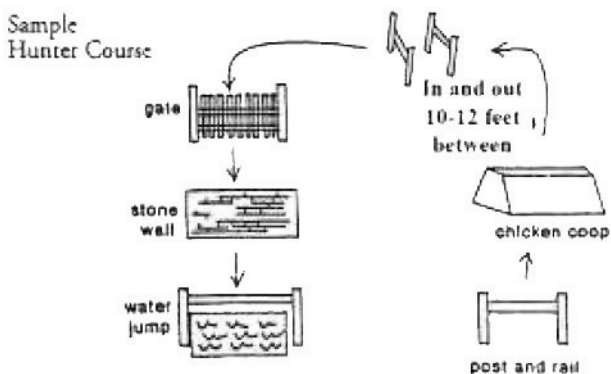
2. Elimination

- Three refusals
- Off course
- Crossing your own path
- Fall of miniature or exhibitor
- Jumping of obstacle by exhibitor
- Carrying of whip
- An unsound miniature
- Jumping of obstacle before being reset

3. Major faults to be scored:

- Knockdowns
- Touches
- Refusals
- Bucking or kicking
- Spooking or shying
- Wringing of tail
- Showing an obstacle to horse
- Not maintaining an even pace

Sample Miniature Horse Hunter Course



Miniature Jumpers

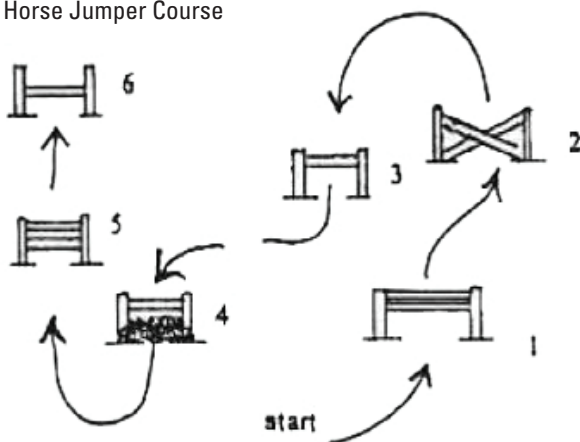
- a. Jumpers are judged on accumulated faults only, unless there is a tie, in which case there will be a jump-off. The jump-off is described on page 150.
 - Knockdowns – an obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way – 4 faults.

- b. Refusals – stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred:
 - 1st refusal4 faults
 - 2nd refusal.....4 faults
 - 3rd refusaldisqualification
- c. Circling – any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turn away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal) – 3 faults.
- d. Elimination:
 - Three (3) refusals
 - Off course
 - Fall of horse and/or exhibitor
- e. Jump-off:
 - All ties in a jumper class must be jumped-off.
 - The jump-off will be held over the original course.
 - The height of the jumps shall be increased not less than one (1) inch and not more than six (6) inches in height.
 - The jump-off will be timed by a stopwatch and the horse that has the fastest time and the fewest faults in the jump-off round will be declared the winner.
 - An elimination in a jump-off does not eliminate the horse from final placings.
 - Only two (2) jumps in the jump-off will be raised.
- f. Jumps:
 - There will be a minimum of four fences and a maximum of six fences.
 - The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches).
 - Jumps should be of attractive design but constructed of a material so as not to cause danger to the horse.
 - All jumps must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps, with the exceptions of an in and out.
 - All jumps must have a ground pole.
 - Jump standards may not be higher than 40".
 - No wings or additions are allowed outside the jump standards.
 - All jumps in hunter and jumper courses must be numbered on the course in order of sequence.
 - An In-and-Out Jump is considered one obstacle and scored as such. Refusal of one element of an In-and-Out Jump requires the retaking of both elements. The

distance between the two jumps of an In-and-Out Jump should be 10-12 feet. An In-and-Out Jump should never be the first jump in the course.

g. Whips may be carried in jumping classes.

Sample Miniature Horse Jumper Course



Pony or Miniature Trail In-Hand

1. General

- a. Pony or miniature to be shown in a halter with appropriate lead. Halters with bits are permissible. Chain on the lead is permitted under the chin of the animal. Exhibitor must maneuver the pony or miniature using the lead shank of halter only. Pony or miniature may not be touched by the exhibitor unless the judge or course designer instructs or if side passing is required. Whips or crops are prohibited. Exhibitor may be requested to lead from either side. An exhibitor may show more than one entry in this class. Tying up of long tails is permissible in this class.
- b. In miniature trail in-hand, baiting to encourage a pony or miniature to perform one of the obstacles is not allowed. Any baiting in such class shall result in a disqualification.

2. Course

- a. Trail In-Hand animals are required to work over, under, and through obstacles. Failure to attempt to negotiate obstacles in prescribed order will result in disqualification.
- b. Obstacles should simulate conditions normally encountered at the ranch, shows, open trails, or parades. Unnatural or "horror" obstacles should be avoided.
- c. Course to include a minimum of six (6) and maximum of ten (10) obstacles, with a minimum of one (1) obstacle from three (3) different categories listed on page 152.

- d. Course designer must keep in mind both the size of the ponies or miniatures as well as its safety. Care in preparing the course should be exercised to prevent direct advantage to either a small or large animal. Ingenuity in adapting and combining various obstacles will lend itself to courses pleasing to both exhibitors and judges. To include a walk and jog of suitable duration to determine the way of going. Lope or canter may also be included in miniature classes, but are not allowed in pony classes.
- e. Speed is not to be used to determine placing, though excessive delay while approaching obstacle is to be penalized. Judges are encouraged to advance on to next obstacle any entry taking excessive time at an obstacle. A time limit may not be placed on the course as a whole or on individual obstacles.
- f. Entries will be evaluated on responsiveness, willingness, and general attitude. Entries should demonstrate the control, calmness, and sensible attitude of the ideal trail pony or miniature horse.
- g. All poles used on course raised off the ground shall be made of PVC pipe with a minimum diameter of 2".
- h. The judge and course designer shall walk the course with the exhibitors.

3. Categories Of Suggested Obstacles

- a. Walk Overs/Work Over
 - Bridge
 - Tarp
 - Water
 - Single horizontal pole with maximum height of 8"
 - Deflated inner tubes (may choose to step on or in)
 - Multiple walk-over poles with 6" maximum individual heights
- b. Unders/Work Under
 - Clothesline with clothes hanging up.
 - Light pole suspended at a minimum height of four inches above the back of the tallest pony or miniature.
 - Canopy.
- c. Back through:
 - Backing through an L.
 - Back around a barrel, a pair of barrels or other visible obstacle.
- d. Serpentine:
 - Proceed at requested gait, through a pattern such as in and about of a series of poles or pylons. Any gait may be requested.
- e. Jumps:
 - Individual jump not exceeding 18" if animal only is to go over. Exhibitor goes around jump.
 - Multiple jumps should not exceed 12" in height and should be 3' to 4' apart.

- If both pony or miniature and exhibitor are required to go over the single jump, it should not exceed 12" in height. In Pony Trail In-Hand exhibitor not to jump.
 - Ground poles are recommended for all jumps.
- f. Daily chores:
- Negotiate a gate.
 - Carry an object from one part of the arena to another.
 - Lay a saddle pad, blanket or sheet on horse's back.
 - Brush tail.
 - Go through motions of measuring height at the back with a yard stick or tape measure.
 - Load in trailer or chute.
- g. Control obstacles:
- Stand miniature or pony in circle and turn on fore-hand and/or hindquarters.
 - Sidepass either or both directions

Scoring Trail In-Hand

1. Each obstacle should receive an obstacle score and is subject to a penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from plus 1½ to minus 1½; -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, + 1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.
2. **Penalties** should be assessed per occurrence as follows:

One-Half (½) Point Penalty

- Each tick of log, pole, cone, or obstacle.

One (1) Point Penalty

- Each hit of or stepping on a log, pole, cone, or obstacle.
- Break of gait at walk or jog for two (2) strides or less.
- Both front or hind feet in a single-strided slot or space.
- Skipping over or failing to step into required space.

Three (3) Point Penalty

- Break of gait at walk or jog for more than two (2) strides.
- Knocking down an elevated pole, cone, barrel, or plant obstacle or severely disturbing an obstacle.

Three (3) to Five (5) Point Penalty (Depending on severity)

- Stepping outside the confines of, falling, or jumping off an obstacle (back through, bridge, side pass, box) with one foot.

Five (5) Point Penalty

- First refusal, balk, or attempt to evade an obstacle by shying or backing more than two (2) strides away.

- Stepping outside the confines of, falling, or jumping off an obstacle (back through, bridge, sidepass, box) with more than one (1) foot.

Five (5) or more penalty points:

- Blatant disobedience (kicking out, biting, rearing, striking).
- Failure to ever demonstrate correct lead or gait if designated.
- Failure to complete obstacle.
- Second refusal, balk, or attempt

Disqualification:

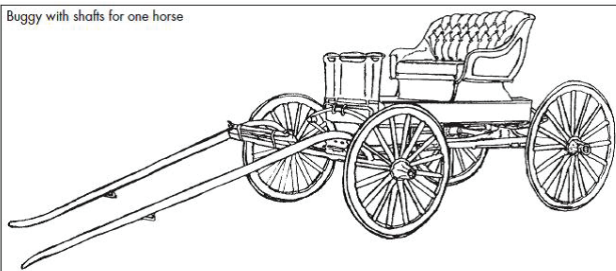
- Performing the obstacles other than in specified order.
- No attempt to perform an obstacle.
- Equipment failure that delays completion of pattern.
- Touching the horse on the neck to lower the head or use of free hand to instill fear or praise.
- Failure to enter, exit, or work obstacle from correct side or direction.
- Failure to perform correct line of travel within or between obstacles.
- Third refusal, balk, or attempt to evade an obstacle by shying or backing more than two (2) strides away.
- Baiting to encourage performance.

Miniature Horse Driving

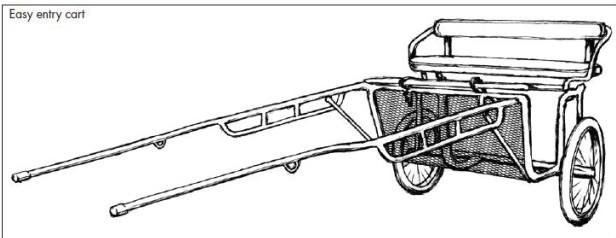
Miniature Horse Driving Equipment

1. Appropriate two-wheeled vehicle, stable and in good repair.
2. Standard bridle with or without blinkers; however, blinkers are strongly recommended.
3. Snaffle or driving bit (see types of driving bits). Bits may be covered with rubber or leather.
4. Cavesson or noseband that completely encircles the nose.
5. Whip – the thong of the whip must be long enough to reach the shoulder of the near side of the horse. Must be carried in hand at all times while driving.
6. Driving harness – Harness must be of light type (no collars).

Buggy with shafts for one horse



Easy entry cart



Miniature Horse Driving

1. Open to any horse measuring 38 inches and under.
2. To be shown both ways of the ring at a flat-footed walk, a collected trot, and a strong trot. Vehicles must be of the two-wheel type and have a floor or basket. Animals will be asked to stand quietly in the line-up and back readily.
3. Miniature horses must not be shod.

Miniature Horse Pleasure Driving Class Procedure

1. Driving horses are to enter the ring counterclockwise (to the right) at a trot.
2. To be shown both ways of the arena at a walk, trot, and an extended trot.
3. Stand quietly in the line-up when the judge calls them into center ring, and to rein back when asked.
4. Overchecks and side checks should be slightly loose, not snug.
5. The head set should appear natural for the horse.

6. The walk is to be a free, regular, and forward moving four-beat gait.
7. The horse should walk energetically, but calmly, with an even and determined gait.
8. The trot is to be a balanced, easy moving, relaxed, two-beat gait demonstrating forward movement.
9. The extended trot is to be a clear increase in gait and length of stride. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement.
10. All gaits are to be performed in a smooth, relaxed, balanced manner.
11. Consistently showing too far off the rail and excessive noisemaking by exhibitors during the class shall be penalized according to severity.
12. Each horse shall be required to back readily and straight and stand quietly.
13. Excessive speed will be penalized.

Basis of Judging

60% on performance, manners, and “way of going”

30% on condition, fit, and appropriateness of harness and vehicle

10% on neatness, appropriateness of attire, and overall impression

Miniature Horse Obstacle Driving

1. General rules:

- a. Horses must be at least three years old for obstacle driving.
- b. Horse can only be shown by one exhibitor per class.
- c. All obstacles must be numbered on the course in order of sequence.
2. Classes will be judged 100 percent on the manner of horse's performance through the course.
3. There is a 60 second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three obstacles shall be cause for disqualification.
4. Cantering is penalized in obstacle driving.

5. Obstacle requirements:

- Must be a minimum of five and maximum of eight obstacles.
 - Tires and stair steps are prohibited.
 - Jumps are prohibited.
 - Flat or square rails can be used.
6. In shows where more than one obstacle class is offered, at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
 7. All obstacles should be safe for exhibitors as well as for horses.

8. **Off course** will result in elimination from the class and no points, ribbons, or awards will be presented. Off course is defined as:

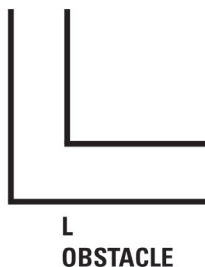
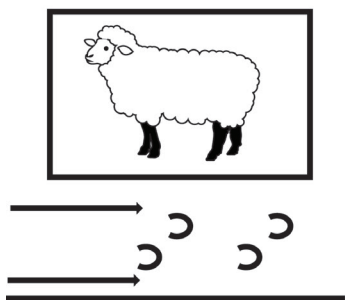
- Taking an obstacle in the wrong direction.
- Negotiating an obstacle from the wrong side.
- Skipping an obstacle unless directed by judge.
- Negotiating obstacles in the wrong sequence.
- No physically moving or coercing the horse by touching. It is to be the judge's discretion to disqualify.
- Attendants interfering with the performance of the individual or equine.
- Miniature horse leaving the obstacle course.

9. **Suggested obstacles:**

- Back through or out of obstacle.
- Drive through water or simulated water.
- Put on and remove equipment (raincoat, saddle, etc.) from person or horse.
- Drive through narrow passage.
- Pick up an object (letter, umbrella, bucket, flag, etc.) and place it at a designated location.
- Drive across bridge or simulated bridge.
- Drive pattern created with poles, pylons (Figure 8, serpentine, cloverleaf, etc.).
- Put wheel in circle, turn complete circle with horse not stepping in circle.

Examples of Obstacles

PEN



Draft Horse Division

Draft Horse Showmanship

Appointments of horse – Horse should be shown in a white rope halter or flat nylon or leather halter with matching lead strap or appropriate white lead. Manes and tails should be combed out or decorated. No deductions are to be given to mares and fillies whose manes and tails have been decorated in the showmanship decorating class.

Appointments of exhibitor – Exhibitors must be properly dressed, with neat, clean, and strong footwear. A hat, tam, or other headgear is optional. Exhibitors may carry show sticks, but abusive use of show sticks will be penalized. Mammoth donkey and heavy mule exhibitors may carry crops.

Appearance of horse

1. **Condition and thriftiness** – See the “Appearance of Horse” section in the Showmanship Division.
2. **Grooming** – See the “Appearance of the Horse” section in the Showmanship Division.
3. **Tack** - Must be clean, neat, supple, and properly fitted.

Showing the horse

1. Ring deportment/leading

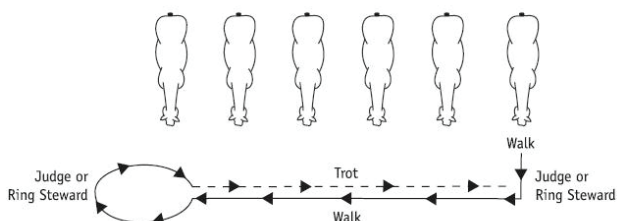
- a. Exhibitors should lead from the left side of the animal, holding the lead shank in the right hand about 6 to 12 inches from the halter. Smaller exhibitors may need a longer hold. Exhibitors of mammoth donkeys and heavy mules may carry a crop.
- b. The turn is made to the right the same as with light horses, but the turn is a keyhole loop instead of a pivot or tight turn.

2. Actions

- a. When moving, handlers should show off the animals’ knee and hock action. The action will be at a walk and a trot. Exhibitors of draft animals may use an adult trailer to make the horse move energetically forward when working individually for the judge. The trailer is selected by the exhibitor and must stay out of the way when not trailing.

3. Posing

- a. When posing, draft animals should stand quietly with their hocks close together. Exhibitors may use show sticks or hands on the animals’ shoulders to help place the feet when posing and to keep the animal’s attention. When posing at the end of the pattern, draft animals are usually posed at a three-quarter angle to the judge and with the animal facing uphill. If showing with light horses, exhibitors should pose draft animals in the safest way possible.



Above Figure: Sample showmanship pattern for draft animals

Exhibitor Presentation

1. Attitude

- a. Businesslike and friendly.
- b. Cooperates with the judge, ring steward, and other exhibitors.
- c. Concentrates on showing the horse and is not distracted by people and events outside the ring.
- d. Courteous, attentive, and maintains a sportsmanlike attitude toward officials and other exhibitors.
- e. Portrays confidence in the horse's training and in their own ability to present the animal.

2. Appearance

- a. Properly attired, neat, and clean with strong footwear.

3. Scoring: Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:

- + = Above Average
- $\sqrt{+}$
- $\sqrt{=}$ Average
- - Below Average
- $\sqrt{-}$

An additional + (excellent) or – (well below average) may be given.

FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:

- 90–100 Excellent showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly, and precisely; demonstrates a high level of professionalism.
- 80–89 Above average performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman that commits a minor fault.
- 70–79 Average pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average showman that commits a minor fault.
- 60–69 Below average pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. An average showman that commits two minor faults in the performance of the pattern. An excellent showman that commits a major fault.
- 50–59 One major fault or multiple minor faults in the performance or presentation or position of exhibitor that precludes effective communication with the horse.
- 40–49 Severe fault, two or more major faults, or multiple minor faults in the performance or the execution of the pattern and demonstrates a lack of handling ability and knowledge of correct body position.
- 10–39 Exhibitor commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.

Showmanship Decorating

In this class, youth exhibitors are required to roll their own animals' manes and tails and will be evaluated on their decoration skills. Senior exhibitors will have 20 minutes to complete this decoration. Junior exhibitors will have 25 minutes. An adult handler will be required to hold the horse, which may not be tied. Exhibitors must have all of the equipment they need with them as they begin this class. Exhibitors and handlers are not allowed to talk to each other or to anyone else during the class.

Showmanship Decorating Criteria Points

Appearance of horse	50
Creativity	25
Technique	25
Total	100

Criteria Explanation

1. Appearance (50 points)

- a. The mane and tail are completed with attractive braiding, plaiting, and combing of the hair. The mane and tail enhance the animal's overall image.

2. Creativity (25 points)

- a. Effective use of color, braids, plaiting, scotch straws and sprigs, rosettes, flowers, and ribbons.

3. Technique (25 points)

- a. The mane and tail maintain their appearance due to proper, firm application of skills in the decorating process. The tail stays up and the mane roll stays straight with rosettes in proper position.

Draft Horse Pleasure Driving

1. The draft horse pleasure driving class is judged on the animal's quality of gaits, manners, and responsiveness. One animal is shown hitched to a suitable two-wheeled vehicle. The harness and vehicle must be safe, clean, and in serviceable condition. The judge will dismiss any entry he or she feels is unsafe, whether the unsafe condition is due to equipment or to animal behavior.
2. No more than eight entries are permitted in the ring at the same time.
3. Larger classes must be divided into sections. If entries permit, this class may be divided according to either the height of the animals or the age of the drivers or in any other reasonable manner deemed appropriate by the superintendent.

Performance – All entries will perform all gaits in both directions of the show ring, reversing on the diagonal at the trot (see figure on page 162). All entries may be asked to back at the discretion of the judge. It is emphasized that

this is a pleasure class and that a good entry is one that will provide a pleasant, responsive drive for a child driver.

Appointments – Drivers must be neatly and appropriately dressed. Gloves are encouraged. **Protective Headgear Policy:** [All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.**] A whip must be carried in hand. An adult rider (swapper) is required for safety reasons.

Draft Horse Pleasure Driving Criteria Points

Movement	60
✓ Walking (10)	
✓ Trotting (30)	
✓ Backing (20)	
Manners	20
Responsiveness	20
Total	100

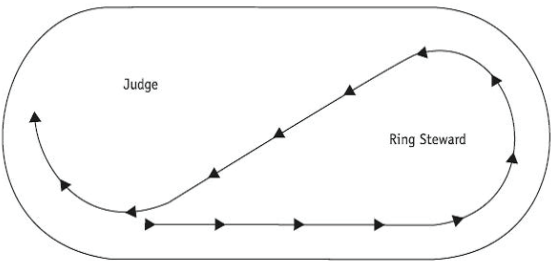
Criteria Explanation

Movement (60 points)

- ✓ **Walking** (10 points) – True, brisk, and relaxed.
- ✓ **Trotting** (30 points) – True, square, and brisk, but under full control at all times. Extreme speed will be penalized. Natural action is desirable.
- ✓ **Backing** (20 points) – A smooth, collected, and straight back.

Manners (20 points) – The horse should be quiet on the bit, under control, and work willingly on command without being sour.

Responsiveness (20 points) – The horse should perform all transitions smoothly and willingly. The horse should back showing submission to the driver and in a straight line.



Reversing on the diagonal at the trot in draft horse pleasure driving.

Draft Horse Driving Reinsmanship

This class emphasizes the driver's ability to control his or her animal on the rail and through obstacles and other tests of driving ability.

Appointments Of Animal And Driver – Appointments of animal, driver, and assistant driver or groom are the same as for draft horse pleasure driving.

Draft Horse Pleasure Driving Criteria Points

Cleanliness and condition of horse, harness, and vehicle	25
Rail work	25
Driving pattern	50
Total	100

Criteria Explanation

Cleanliness and Condition of Horse, Harness, and Vehicle (25 points)

Horse is properly fitted, groomed, and conditioned with a clean, crisp appearance. Attention is paid to the cleanliness of harness and vehicle. Proper and safe vehicle trappings (such as slow-moving vehicle sign, side lamp, whip basket and tool kit) are allowed.

Rail Work (25 points)

Driving Pattern (50 points)

Drivers will be required to complete a driving test consisting of one or more of the following maneuvers:

- Drive through or around obstacles.
- Perform a Figure 8 or turns within a 30-foot parallel, right and left, showing the consistency of the speed, willingness, and flexing of the horse on the turns.
- Fan (sidepass the animal in one direction 90 degrees, then 180 degrees to the opposite side, then returning to the starting point showing control, willingness, and smoothness).
- Back up to a certain point or to back through obstacles.

Appointments of driver and assistant driver or groom –

Long pants, long dresses, skirts, and hard-soled shoes or boots are required. Ties, hats, gloves, and jackets are optional. Blue colored jeans, overalls, work shoes, shorts, dresses, and skirts are prohibited. (Refer to **Protective Headgear** policy on page 162.)

Appointments of horse – Any clean, safe, and supple draft type harness with breeching is acceptable. Rolled manes and scotch knot tails (when tails are docked) are recommended. Whips are mandatory. The driver of the vehicle will hold the whip. Unnecessary paraphernalia in the vehicle is prohibited.

Role of assistant driver or groom – Each exhibitor must have an adult assistant driver or groom on the vehicle. The assistant must not give any voice cues or handle the reins or lines while moving to control the horse except in an emergency. The assistant driver or groom may dismount and help pose the horse or team of horses when coming into the lineup, but should stand at least two paces from the team during other class procedures.

Draft Horse Driving Working Class Single Criteria Points	
Performance and manners	75
Gaits (walk, trot, extended trot, jog trot) (50)	
Performance (25)	
Turnout of horse and vehicle	25
Total	100

Criteria Explanation

Performance and Manners (75 points)

The driver has three minutes to enter the ring after the class is called. Each team is allowed up to two timeouts for a maximum combined allowance of seven minutes of repair time. When a breakdown occurs, the horse is pulled to the center of the arena and repair time begins when the assistant dismounts from the vehicle. Time ends when the assistant remounts the vehicle. Exhibitors will be excused from the class if the repairs cannot be done in the allotted time.

Gaits (50 points)

The horse or team will be shown at the walk and trot in both directions of the arena and will be reversed at both directions.

Performance (25 points)

The judge may ask all or part of the class to do any of the following workoffs to help place the class:

- Backing the vehicle.
- Performing a Figure 8.
- Reworking any or all gaits, but must include work at both directions for any gaits used.

Be sure enough space is available for drivers to complete workoffs safely. If space is tight, some of the class may be excused from the arena and then recalled.

Turnout of Horse and Vehicle (25 points)

- The horse is properly bitted, harnessed, and manageable to the vehicle.

- The vehicle is properly hitched to the horse. Neat, clean, and of safe construction for the driver and groom or assistant driver.
- Neat, clean overall appearance that is pleasing to the judge. No added decorations, sound utensils, or distracting elements on the horse, harness, driver, assistant driver, groom, or vehicle are permitted.

Equestrians with Disabilities (EWD) Division

The objective is to provide an educational and therapeutic opportunity for physically or emotionally handicapped 4-H members to demonstrate their horsemanship skills.

General Rules for Participants in this Division

1. In addition to the below rules, refer to the AQHA website, www.aqha.com, for a more detailed section of rules, recommendations, and patterns.
2. Minimum participation age of 4th grade.
3. Participants are not eligible to enroll in classes other than those offered in the therapeutic riding division.
4. Management reserves the right to approve the suitability of animals entered in this division.
5. In riding classes, the following will be offered as separate levels:
 - Level 1: Riders who require a horse handler and one to two side walkers. A horse handler is an individual who is positioned at the horse's head for safety. The side walkers may assist the rider during mounting and dismounting.
 - Level 2: Riders who require a horse handler during the trotting phase of the class only. The use of a side walker is optional.
 - Level 3: Riders who ride independently. Assistance is prohibited. Unauthorized assistance will be penalized at the judge's discretion.
 - Riders will not be permitted to cross-enter riding levels.
6. All handlers and side walkers must be at least 16 years or older. A halter must be on the horse either over or under the bridle for use by the handler if needed. The handler must have suitable lead line in hand in case of need. Lead line may not be fastened to the bit. Handlers shall stand quietly as a group in a designated area of the ring unless their assistance is required and requested by the judge or ring steward.
7. Aides may not give commands to the rider or the mount, nor provide extra physical prompting except in case of emergency. However, special consideration will be given to the visually impaired, hearing impaired, or severely disabled rider.

Tack and Equipment Requirements

1. Protective Headgear Policy—All 4-H'ers must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/ Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted.
NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMETS. It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including but not limited to sequins, rhinestones, chains, etc. Shirt must be tucked in.
5. Dark blue jeans without holes. A belt is required.
6. Hard-soled shoes or boots are acceptable. Sneakers or other soft-soled shoes may be worn only with written permission of a physician.
7. Spurs are permissible. Spurs must be dull and the rowels free-moving.
8. Chaps, ball caps, tank tops, T-shirts, or jersey-type shirts **ARE NOT** to be worn.
9. Failure to wear appropriate attire will result in dropping of a ribbon group.
10. Style of tack is optional. Adaptive equipment may be used, but the rider may not be attached to the horse or saddle. Safety stirrups are advised.
11. Riders and their respective club leaders are responsible for assuring that proper and safe special equipment (such as a mounting ramp or block) is on hand to facilitate safe mounting procedures at all shows. Riders will enter the arena mounted in all performance classes.

Glossary

1. **ASTM-SEI** – The American Society for Testing and Materials – Safety Equipment Institute; the organization that sets specifications for safety helmets
2. **Bit** – generally a piece of metal that is attached to a bridle and runs through the horse's mouth; used to signal the horse; bits are found in many styles and degrees of severity
3. **Blinders/blinkers** – Bridle part that blocks the horse's view to the side and rear
4. **Bosal** – braided rawhide or leather noseband used in lieu of a snaffle bit on horses ages five and under that curves around the nose and is knotted under the jaw; it is held on by a headstall and woven horsehair or rope reins are attached to the knotted heel of the bosal
5. **Bradoon** – a small snaffle bit designed for use in a double bridle **(not mentioned in the book)**
6. **Breed standards** – standards set by individual breed associations that describe the ideal representative of that breed
7. **Bumping the reins** – a light check and release of the reins
8. **Cavesson** – a noseband with two independent cheek pieces on the bridle
9. **Conformation** – the build of an animal; the structure, form, balance, and symmetrical arrangement of parts
10. **Danger zone** – the area directly in front of or behind a horse in which it is dangerous to stand because of the danger of being kicked, struck, or run over by the animal
11. **Diagonals** – refers to the forefoot of the horse moving in unison with the opposite hind foot at the trot; when posting, the rider should rise as the forefoot on the outside of a turn comes forward
12. **Drop the bit** – to remove the bit for the judge's inspection; always performed when the exhibitor is dismounted, usually before entering the ring or at the end of a class
13. **Extended trot** – Lengthened stride, covering more ground while remaining on the bit with light contact; greater impulsion from hindquarters
14. **Fashion heels** – heels on boots not designed for riding that may catch in a stirrup if a rider falls off a horse
15. **Fault** – a decrease in points in an over-fences class, due to an error by horse or rider
16. **Gait** – a way of going, either natural or acquired, that is characterized by a distinctive movement of feet and legs
17. **Ground poles** – poles placed on the ground that a horse and rider may be called upon to go over
18. **Gymkhana** – timed games on horseback with specific patterns and rules **(not mentioned in the book)**
19. **Halfbreed bit** – a curb bit with a 1½- to 2-inch port that often has a roller or cricket

20. **Hunter hack** – class in which a horse and rider are called upon to go over two jumps individually and then perform work on the flat as part of a group
21. **Impulsion** – To have impulsion, a horse must engage his hind legs and allow the energy to come through his elastic back
22. **Judge** – impartial person hired or appointed by the show management to evaluate the performance of exhibitors at a 4-H horse show
23. **Jump cups** – cup that holds a jump rail in place
24. **Jump pins** – pin that holds a jump cup to a jump standard
25. **Kimberwick** – a direct action English bit (see snaffle) that allows for the attachment of a curb chain, which can provide more of a leverage or curb effect
26. **Lead** (loping or cantering) – the foreleg that is reaching out the furthest at a lope or canter; when circling to the right, the horse should be on the right lead, that is, the right foreleg should reach out slightly ahead of the left foreleg
27. **Lead chain** – see “lead shank”
28. **Lead shank** – a chain, rope, strap, or combination thereof used for leading a horse
29. **Lengthening of the stride** – Increasing the distance covered by the horse in each stride, without a change in rhythm
30. **Longe** – the act of exercising a horse on the end of a longe line, usually in a circle
31. **Longe line** – line of not more than 30 feet long that may or may not have a chain at one end; used for longeing a horse
32. **Lugging on the bit** – the action of a horse that consistently pulls on the bit, against the rider or driver’s hands
33. **Martingale** – a device used to assist in the placement of the horse’s head; a running martingale is a type of tie-down attached to the reins, a standing martingale is a type of tie-down attached to the cavesson or noseband
34. **Mullen** – a bit with a straight or slightly curved mouthpiece that applies pressure across the horse’s tongue and bars only (**not mentioned in the book**)
35. **Near side** – the left side of a horse
36. **Off side** – the right side of a horse
37. **Overcheck** – a short rein passing from the bit to the saddle of a harness to prevent the horse from lowering its head
38. **Over flexion** – a head and neck position in which a horse flexes its poll such that the muzzle is carried in toward the chest in an excessive manner
39. **Pelham** – a one-piece bit equipped to handle four reins (two snaffle reins for guiding the horse and lifting the head and two curb reins for control and for setting the head)

40. **Pumping the reins** – using the arms to pull heavily on the reins
41. **Pylons** – markers or traffic cones used to designate a pattern; often bright orange
42. **Ratcatcher** – a tie worn at the neck in English apparel; generally wraps around the collar and may be held in place with a pin (**not mentioned in the book**)
43. **Reinback**—Backward motion in which the legs are raised and set down simultaneously in diagonal pairs, with hind legs remaining well in line; horse must move backward in an unhurried manner with head flexed and straight, pushing the vehicle back in a straight line
44. **Ring steward** – the judge's assistant; person who works with the judge, announcer, gate person, and exhibitors to help ensure that a horse show runs smoothly
45. **Romal** – an extension of braided material or smooth leather attached to closed reins
46. **Rowels** – multipointed metal spur attachment that revolves
47. **Safe/safety zone** – the area in front, but off to one side, of a horse; area where an exhibitor is not likely to be struck if the horse rears or lunges forward
48. **Scratch** – when an exhibitor withdraws from a previously entered class before the class begins
49. **Snaffle** – a very mild bit with a jointed or solid mouthpiece that works on direct pressure to the corners of the mouth (as opposed to a leverage bit such as a curb) and does not have shanks or curb straps
50. **Snaffle rein** – the leather straps that attach to the snaffle bit and allow the rider to guide the horse; when used in a Pelham or full bridle the snaffle rein is the heavier rein that is used for guiding
51. **Sour ears** – a sign of agitation in a horse in which the animal pins its ear back
52. **Splint boots** – protective boots worn on the horse's front legs to prevent injury to the cannon bones
53. **Stock tie (or pin)** – a tie or pin worn at the neck in Western or English riding apparel (**not mentioned**)
54. **Tack** – riding equipment or gear for the animal such as a saddle, bridle, halter
55. **Traces** – the parts of a harness that run from the collar to the singletree
56. **Trailer** – an assistant to the exhibitor in a halter class who encourages draft horses, saddle type horses, and donkeys to move out energetically

