

English Horse Rule Book



Produced by

Megan Hendrickson, Jessie Hadfield, Keaton Howell
and the Utah 4-H State English Horse Council

I Pledge

My **HEAD** to clearer thinking

My **HEART** to greater loyalty

My **HANDS** to larger service, and

My **HEALTH** to better living.

**For my club, my community,
my country and my world.**

Dear 4-H Volunteer and Member:

Please report any needed corrections to Jessie Hadfield (jessie.hadfield@usu.edu), or contact the State 4-H Office.

Rule change suggestions should be submitted to the State 4-H English Horse Council Rules Committee via the State 4-H Office or 4-H English Horse Council President, prior to the September State 4-H Individual Horse Show.

*No changes can be made during the competition year expect for clarification or safety reasons.

Table of Contents

SECTION 1 | GENERAL04

- General Rules06
- Attire09
- Guidelines 11
- Divisions.....16
- Appropriate Tack and Equipment17

SECTION 2 | HUNTER..... 19

- Hunt Seat Equitation (Pattern Class)20
- Hunt Seat Equitation over Fences 22
- Hunter Hack..... 23

SECTION 3 | EVENTING 24

- Stadium Jumping..... 25
- Dressage26
- Cross Country..... 27

SECTION 4 | APPENDIX..... 29

- Glossary of Terms..... 31
- Time Fault Guide.....34
- Scorecards 35

Update page numbers
for final draft



Section 01

General Information

The 4-H Horse Program is designed to emphasize youth development. The horse should be a vehicle that reflects the knowledge and skills learned by its rider.

Classes which place emphasis upon the horses' conformation are not included in 4-H Horse Contests. Local areas may include these types of classes, but they may not be included in those classes which would be counted toward high point and championship awards.

Any horse (light or draft), pony or mule, regardless of breed, type, or quality may be used as a 4-H project animal as long as its soundness does not impair the required performance and compatibility with the ability of the rider.

4-H is open to all youth. To be eligible for enrollment in horse 4-H a youth must be in the 3rd grade and no younger than 8 years of age by January 1 of that year.

4-H involvement as a member will end the summer following high school graduation, or no older than 19 years of age as of January 1 of that 4-H year, whichever comes first.

4-H does not discriminate as to race, color, national origin, disability, religion, or sex of members.

4-H OBJECTIVES

Encourage youth to:

1. Develop leadership abilities, build character, and assume citizenship responsibilities.
2. Explore career opportunities.
3. Develop skills, knowledge, and attitudes for lifelong use.
4. Share knowledge gained with others.
5. Acquire skills in horse management by owning a horse of any type (i.e. pony, draft, mule) and being responsible for it.
6. Appreciate riding as recreation.
7. Learn horsemanship skills and understand breeding, training, and raising of horses as a business.
8. Acquire safety skills to prevent injury to persons and animals.
9. Promote love and humane treatment of animals.
10. Develop sportsmanship, cooperation, decision-making ability, and public speaking skills through participation in demonstrations, tours, judging, and/or exhibits.

Hunter Show

- Test
- Hunt Seat Equitation - Not to Jump
- Hunt Seat Equitation - Over Fences
- Hunter Hack

Eventing Show

- Test
- Stadium Jumping
- Dressage
- Cross-Country (Except Ground poles)

USE OF NAME AND EMBLEM OF 4-H CLUB WORK

The federal law states that only activities or programs under supervision of the Cooperative Extension Service may use the name and emblem of 4-H club work. Therefore, any local, county, district, area of state 4-H horse contest must have the approval of the Utah State Cooperative Extension Service through county, district, or state personnel.

Contests or events sponsored by other organizations or individuals, and contests which do not provide separate classes for 4-H members, are not permitted to use the name and emblem of 4-H club work. In such cases, the title, "Junior Horsemanship Contest," or similar name should be used.

GENERAL RULES

ALL STATE AND REGIONAL 4-H HORSEMANSHIP CONTESTS WILL ABIDE BY THESE RULES:

1. Club and county contests are encouraged to follow these rules for competition. Contest committees and leaders should make every effort to inform all members, leaders, parents, and judges of rules to be used, especially if they vary from regional and state rules.
2. Rules in this book will have precedence over all other rules. US Equestrian (USEF) rules will be used for any Eventing or Hunter rules not covered in this book.

HORSE PARTICIPATION RULES:

3. Any horse (light or draft), pony or mule, regardless of breed, type, or quality may be used as a 4-H project animal as long as its soundness does not impair the required performance and compatibility with the ability of the rider. Soundness also refers to the clear overall comfort of the horse. Judge may disqualify if soundness appears to be beyond the comfort of the horse. This rulebook uses the term "horse" to refer to all eligible equine 4-H partners.
4. Horses must be at least 5 years old when entered in jumping classes (crossbar and above).
5. Stallions of any age are prohibited in 4-H classes.
6. Each 4-H member must provide the horse he/she uses. The horse may be leased or borrowed, providing the member has access to the horse at all times during the project year and has major responsibility for its care and maintenance. This does not necessarily include financial support. This rule applies to Western, Two-Handed, and English project horses.
7. A primary objective of the 4-H English Horse Program is for youth to learn horsemanship and to do their own training. If a horse needs to be taken to a professional trainer for special purposes, the youth should be trained with the horse.
8. The 4-H member's project is centered around one primary project horse, but additional horses may be used for two-handed training classes, Western competition, colt training, trail riding, etc. A different horse may be used for English Performance than used for Western Performance, etc.
9. All horse's hooves should be properly trimmed or shod for all 4-H activities.

SHOW RULES - HORSE:

10. Horses at English State and Region horse shows are subject to Utah 4-H Biosecurity policy.
11. Upon arrival at the show, the 4-H exhibitor will be the only individual that rides the horse until all events are complete. Violators will be disqualified from the show in its entirety.
12. For each State 4-H Contest, the limit is one horse per person and one person per horse.
 - Situations requiring a substitution of the project horse or alternate horse and rider should be cleared through the County Horse Council with Extension Agent input. Grievances regarding state 4-H Horse Show eligibility may be referred to the State 4-H English Horse Council for a final decision.
 - Each County needs to have by-laws and rules to avoid unnecessary misunderstandings regarding qualifications and substitutions that may be required.
13. A red ribbon in a horse's tail indicates that the horse may kick. A red ribbon in a horse's mane indicates that the horse may bite. A horse that has the appropriate red ribbon(s) attached, that bites or kicks at an approaching horse, will not be penalized for such actions. Always keep a horse's length spacing when approaching an identified horse.
14. Braided/banded manes, tails, and hoof paint/polish is optional and is not more desirable than a clean, well-groomed horse.
15. Appropriate English tack must be worn. If a horse is wearing wraps or boots in a hunter class, rider will be judged down.

SHOW RULES - EXHIBITOR:

16. All 4-H exhibitors must take the written test to be eligible to compete in other show events.
17. At State and Region Contests, 4-H exhibitors must wear appropriate English attire as outlined in "Attire" section. Judges shall not eliminate a rider for inappropriate attire except for safety. Attire infractions will result in one ribbon drop (with maximum of 2 ribbon drops) for each event in which the 4-H member competes in inappropriate attire.
18. At State and Region Contests, exhibitors will receive a number which will be pinned to the rider's back or a bridle number which may be attached to the horse's bridle. If a contestant does not have a number it is a ribbon drop.
19. Unsafe behavior by a 4-H member, any family member, or associate on 4-H event grounds may be cause for disqualification of the 4-H member from further competition in the event or show, at the discretion of the show committee. The following are unsafe behavior:
 - Double riding anywhere on the show grounds.
 - Riding a horse without a bridle or hackamore.
 - "Horse play" activities on or around horses.
20. All participants in 4-H contests will receive blue, red, or white ribbons. Those breaking patterns (not doing an obstacle or not doing the pattern in the correct order) in any event, or having an abusive performance or other violations specified in this Utah 4-H English Horse Rule Book will be disqualified.
21. Any exhibitor falling from the horse during any event will be disqualified, with no re-ride.
22. A 4-H member will be disqualified from an event for verbal or physical abuse of people or horses committed by the 4-H member or any family member or associate.
23. Any equipment (tack) failure in any event resulting in the rider's inability to complete the

event shall be disqualified, with no re-ride.

24. In over fences classes, an exhibitor will compete at the same height in all classes for the duration of the show, unless instructed by the show committee.
25. Each contestant may circle once, if desired, before crossing the start line and approaching the first jump. Beginning circle must not cross the path of the pattern.
26. Three cumulative disobediences, a fall of horse and/or rider, or going off course disqualifies the entry. Excused contestants will exit promptly. If a refusal occurs in a double or triple, the rider shall rejump all elements of the combination.
27. Abusive use of bats, spurs, whips, reins, will result in disqualification. This applies to all events. See Exhibitor Behavior, rule 2 for definition of abuse.
28. All timed events will be timed start flag to finish flag. That is, the clock will start when the horse's nose crosses the starting line and will stop when the horse's nose crosses the finish line. At least two stop watches will be used during each event.
29. A start and finish line must be clearly indicated by cones or markers. The cones or markers should be set as wide apart as arena conditions will allow. Horse and rider must pass between the cones to start and finish the event or be disqualified.
30. When an exhibitor allows his/her horse to cross the finish line before finishing the pattern, it will be considered a broken pattern with no time and rider will be disqualified.
31. Anyone missing their gate call in any event without pre-approval from the show committee or management will show at the end of the class and be penalized 1 ribbon placing from the placing awarded.

SHOW RULES - JUDGE:

32. It is recommended that 4-H Horse Show judges be selected from the 4-H Horse Show Judging List and/or the USU Certified Horse Show Judges list. Current 4-H Judges are encouraged to attend judges training at least every other year. New 4-H Horse Show Judges from either pool are encouraged to apprentice a minimum of two shows before judging solo as the official show judge.
33. In any class, the judge may clarify patterns and direct any exhibitor to repeat or perform additional maneuvers. Any clarification must occur at the beginning of the show. Once the class starts, further instruction should not be given. Judge may ask for a jog of any horse that appears to have soundness issues.
34. It is highly inappropriate to confront a judge about a class or placing outside of the arena after the judge has turned in their scoresheet to show management. Only youth should approach the judge to ask questions and should be polite and willing to learn. Approaching a judge should happen with a trainer/club leader.

ATTIRE

Clothing should be neat, clean and appropriate for the class in which the rider is competing.

Judges shall not eliminate a rider for inappropriate attire except for safety. Attire infractions will result in one ribbon drop (with maximum of 2 ribbon drops) for each event in which the 4-H member competes in inappropriate attire.

1. **4-H patch** — must be worn on the upper left sleeve. Patches must be visible during the event. No patch or patch not visible is one ribbon drop in judged events and a 5 second penalty in timed events. Other

acceptable patches include any patch available for purchase through the 4-H mall that includes a big clover. Available online at <https://shop4-h.org>.

2. **HELMETS** — Helmets are required anytime you are mounted on your horse at a 4-H event. The Utah State 4-H Office highly encourages the use of helmets during all equestrian events. Effective January



2011, helmets will be required for all english, western under saddle and bareback events occurring at 4-H sponsored horse shows. Helmets must be approved by the American Society for Testing and Materials (ASTM) and Safety Equipment Institute (SEI) and worn with harness fastened properly under the chin. Utah State 4-H makes no representation or warranty, express or implied, about any protective headgear, and cautions riders that death or serious injury may result despite wearing such headgear as all equestrian sports involve inherent dangerous risk and as no helmet can protect against all foreseeable injuries. **Riders without helmets will be disqualified from the show.**

3. **ENGLISH ATTIRE** — Riders should wear neat and clean English-style attire including:
 - Hunt coat of tweed or dark solid color
 - Shirt of conservative color, with sleeves if jacket is removed
 - If shirt has integrated stand-up collar, no stock and pin or ratcatcher is required
 - Stock and pin, ratcatcher, or stocktie
 - English style breeches or jodhpur pants. A tan color is preferred, but not required.
 - A belt is required, but is not to be of western style.
 - English-style boots with discernible heel; acceptable combinations are tall boots, paddock boots with half chaps, or jophurs with paddock boots and garters.
 - Gloves in black or brown are preferred but not required.
 - Hair must be tied back (bun, braid, etc.) off the face, preferably secured with hair net
 - Riders may wear a protective vest specifically designed for use in equestrian sport in any division or class without penalty from the judge. A protective vest is optional in all classes except Cross Country where it is mandatory. The vest must pass or surpass the current ASTM standard F1937 or be certified by the Safety Equipment Institute.
 - Spurs of the unroweled type with a maximum length of 1 ½" are optional
 - Crops or bats not to exceed 30" in length including the lash are optional

Appropriate English Attire Combinations:

- Breeches with tall English riding boots
- Breeches with English paddock boots and half chaps of any material (suede, smooth leather, etc.)
- Jophurs with English paddock boots and garters

4. **HUNTER ATTIRE** - Full English gear as referenced in #3 above, with these changes:
 - Hunt coat of tweed or dark solid color. Discipline standard is tweed or navy or black.
 - Shirt of conservative color with sleeves if jacket is removed. Discipline standard is white shirt which is preferred, but not required.

- If shirt has integrated stand-up collar, no stock and pin or ratcatcher is required
- English style breeches or jodhpur pants. Discipline standard is a tan color which is preferred, but not required.

- 5. STADIUM JUMPING ATTIRE** — Full English gear is required. See #3 above.
- 6. DRESSAGE ATTIRE** — Full English gear is required. See #3 above.
- 7. CROSS COUNTRY ATTIRE** — Full English gear as referenced in #3 above, with these changes:
- A collared shirt with sleeves (short or long) of any color. A polo shirt is acceptable.
 - No stock tie/ratcatcher required
 - **A body protecting vest that passes or surpasses ASTM's standards (F1397) is required.**
 - Vest must be worn during cross country jumping including warm up and competition.
 - Inflatable vests are permitted only when worn over a body protecting vest.
 - "Pinny" number holder
- 8. EXCEPTIONS** — Because 4-H is open to all youth regardless of race, color, national origin, sex or religion, religious restrictions of certain types of clothing will be accepted. In such cases where deviations from 4-H dress standards are necessary, the contest management should make the judge aware that at no time will points be discounted for religious dress restrictions, such as culottes in place of English style pants.
- 9. EXTREME WEATHER CONDITIONS** — In extreme weather conditions the judge may allow exhibitors to compete without jackets. Extreme weather conditions include temperature above 85° F, or a heat index above 85° F, or at the discretion of the judge/show committee exhibitors can compete without jackets.
- If Jackets are Waived:
- Shirts must have sleeves
 - No stock and pin, ratcatcher or stockties are permitted.
 - Sleeveless is prohibited. In the event of an exhibitor having a sleeveless shirt, the jacket must remain on.
- 10. ARENA HELP ATTIRE**— It is desirable for all persons in the arena acting in capacity of exhibitor, steward, judge, timers, score keepers, etc., to wear long or short sleeved shirts and long pants.
- 11. AWARDS DRESS CODE** — Appropriate dress is required when receiving awards. A clean, neat appearance to represent self and club is paramount and proper footwear is required. Full English gear is preferred, but riders may wear the following combinations for awards:
- 4-H Club logo'ed polo shirt with breeches (preferred tucked in) with belt
 - Polo shirt with 4-H State logo, or t-shirt with sleeves and the State 4-H logo, with neat and clean jeans (preferred tucked in) with belt
 - Polo shirt with breeches (preferred tucked in) with belt

GUIDELINES

1. 4-H members, leaders and parents are encouraged to make use of 4-H videos and other audiovisual materials to help them better understand events, rules and how to perform at their best. No cameras or any type of video recordings will be accepted to substantiate a grievance. No electronic communication device shall be used to communicate with a competitor while in the ring.
2. A written test will be given at every 4-H horse contest to help encourage the educational component of the 4-H horse program. Test questions will be limited to information sourced from: Utah 4-H Horse Program Study Materials Volume I (excluding Western saddle parts), Volume II (excluding Western tack and equipment) and the Utah 4-H English Rule Book.
3. Simple lead changes: When simple lead changes are allowed, exhibitors are limited to only three trot steps to make the lead change.
4. If rider is observed jumping at a skill level the show committee classifies as “unsafe” for the rider or the horse, the technical delegate will evaluate and place in an appropriate division.
5. All participants are encouraged to wear a medical arm band or bracelet on the right arm or leg.
6. All English State and Region horse shows will be subject to the Utah 4-H Biosecurity policy.
7. Pole height will be measured in the middle of the pole from the ground to the top of the pole. Pole width will be measured from outside to outside of the jumping standard.
8. All facilities used for events, shows etc. are used at your own risk. All event locations should have a sign posted that says the following:

NOTICE: USE THIS FACILITY AT YOUR OWN RISK.

There are inherent risks of participating in equine or livestock activities. “Inherent risk” with regard to equine or livestock activities means those dangers or conditions which are an integral part of equine or livestock activities, which may include:

- (a) the propensity of the animal to behave in ways that may result in injury, harm, or death to persons on or around them;
- (b) the unpredictability of the animal's reaction to outside stimulation such as sounds, sudden movement, and unfamiliar objects, persons, or other animals;
- (c) collisions with other animals or objects; or
- (d) the potential of a participant to act in a negligent manner that may contribute to injury to the participant or others, such as failing to maintain control over the animal or not acting within his or her ability. See Utah Code 78B-4-201(5) and 78B-4-203.

The sponsor of equine or livestock activities occurring within or connected to this facility is not liable for (i) Inherent Risks or (ii) any injury, death, illness, disability, or damage to persons or to property arising from Inherent Risks.

EXHIBITOR BEHAVIOR

1. Good sportsmanship shall prevail at all times.
2. It is highly inappropriate to confront a judge or show official about a class or placing outside of the arena after the judge has turned in their scoresheet to show management. Youth should approach the judge to ask questions and should be polite and willing to learn. Approaching a judge should happen with a trainer/club leader.
3. No abuse of animals or people will be permitted by a 4-H member, any family member, or associate. Abusive behavior of this kind is cause for disqualification of the 4-H member from further competition in the event or show at the discretion of the show committee.
4. Bats can only be used in this manner according to USEA: "The whip/crop must be used either as an aid to encourage horse forward, or as a reprimand, It must never be used to vent a rider's temper. Such use is always excessive. As a reprimand only, a horse may never be hit more than three times for any one incident. If a horse is marked by the whip, e.g. the skin is broken, it's use is excessive. Excessive use of whip/crop will result in disqualification. A horse can be corrected without abuse."
5. Administering performance altering drugs or substances to horses is considered abuse.
6. Complaints of abuse must be made immediately to contest officials or grievance committee and then followed with a written statement. Infractions can be more effectively controlled if handled in a timely manner.
7. Contest officials and grievance committee will determine disqualifications.
8. Complaints regarding procedures must be made in writing accompanied by \$25.00 in cash to contest officials or grievance committee. No cameras or any type of video camcorders will be accepted to substantiate a grievance. The money will be refunded only if the grievance committee acts in favor of the complaint.

UNAUTHORIZED ASSISTANCE

Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the exhibitor or of helping the horse will result in the disqualification of the exhibitor. This includes help with pace, obstacles, or any other difficulties between horse and rider by parent, club leader, trainer, or any other by-stander.

Applause and/or praise to a rider is considered acceptable if no help or intervention is communicated.

Unauthorized assistance will result in the rider being disqualified and excused for the remainder of the class.

UTAH 4-H EQUINE DRUG RULE

No horse may be used in any competition or class if it has been administered a stimulant, depressant, tranquilizer, or any other drug which may stimulate or depress its circulatory, respiratory, or central nervous system. Any or all horses participating in the show may be tested by a saliva, blood, and/or urine test for controlled substances.

Drug testing may be done at any 4-H show. Horses will be selected at the show committee's discretion. Failure to comply with the above equine drug regulations may result in immediate or subsequent disciplinary action. Penalties may include, but are not restricted to, dismissal from a class, a contest, and/or the Utah 4-H Horse Program.

The veterinarian's decision, if requested by a judge or the show chairperson, as to the serviceable soundness of a horse shall be final. In the absence of a veterinarian, the judge or show chairperson shall have the right to excuse a horse from further participation on the grounds of unsoundness. That decision shall be final. Horses must arrive at the show free of medication, or have a letter from their veterinarian.

Definition of "Serviceably Sound": The horse that is able to perform at every gait that is requested which is – walk, jog/trot, lope/canter at both leads and back effectively, is considered serviceably sound.

THREE-MEMBER GRIEVANCE COMMITTEE

A three-member grievance committee will consist of people from the State English Horse Council and the State appointed Technical Delegate. Committee members should be completely familiar with all 4-H English Contest Rules.

The purpose of this committee is to:

- React to written protests;
- Watch for and react to abusive behavior towards horses or people by parents, exhibitors, guardians, helpers or horse handlers inside or outside of the arena; and
- Watch for and react to the administering of performance altering drugs or substances.

NO SHOW OR GRIEVANCE COMMITTEE MAY ALTER A JUDGE'S PLACING

ENGLISH DIVISIONS - General

Qualifying for Upper Level Jumping Divisions: Participants are encouraged to demonstrate safe and effective riding ability at the lower levels (ground poles and cross-bars) before showing at upper levels (above ground pole and cross-bars).

To qualify to show in upper levels, exhibitors must have shown at a previous Utah 4-H English Show at the prior/lower level. New 4-H Utah English program participants who want to show at upper levels must contact the English Horse Council for approval. This involves an approved evaluator observing the 4-H rider and mount going over fences at the upper level desired while demonstrating safe and effective riding. It is the 4-H participant's responsibility to receive appropriate approval prior to the show, which should be initiated at least 1 week prior to the affected show.

Once a participant has qualified to participate in an upper level division, to show in a lower division the exhibitor must be:

1. Using a different, less experienced horse; or
2. Given permission by an approved State English Council evaluator for State events; or
3. For county events: given permission by 4-H chairperson of their county horse program.

Concours Avec Honneur: 4-H will offer “concours avec honneur” for any English rider that has competed in local, regional or National events above ground poles, cross-bars or 2' in English, or above Novice in 4-H Western levels. These classes will be specifically for members showing a “green” or inexperienced horse at the show. The points for this horse and rider combination will not be tallied into the regular classes for overall placings at the show, but is intended to allow the green horse to gain experience at the introductory levels.

If any rider is observed jumping at a skill level that the show committee classifies as “unsafe” for rider or horse, the technical delegate will evaluate and place in an appropriate division.

ENGLISH DIVISIONS: HUNTER


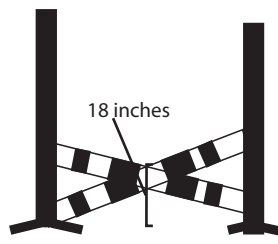
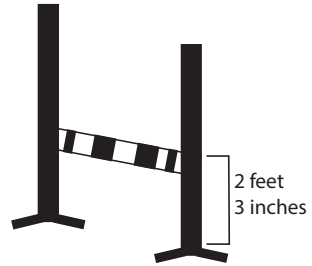

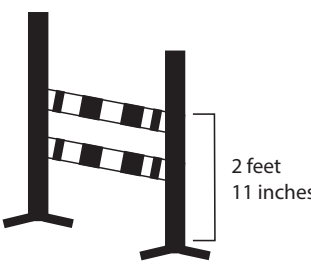
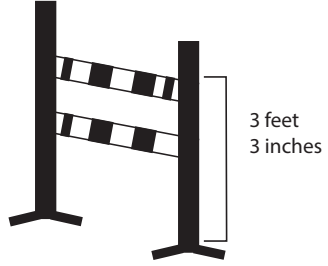
Hunter	Ground Pole (formerly Cricket)	Cross-Bar (formerly Grasshopper)	2' Hunter (formerly Pre- Novice)	2'3" Hunter (formerly Beginner Novice)	2'6" Hunter (formerly Novice)	3' Hunter (formerly Training)	3'3" Hunter (formerly Prelim)
Age/Grade	Limited to 3rd - 5th grade youth only*	Cross-bar A is for youth in 3rd-7th grade. Cross-bar B is for youth in 8th-12th grade.	Open to all grades	Open to all grades	Open to all grades	Open to all grades	Open to all grades
Qualifying**	No qualifying	No qualifying	Rider must have shown at Cross-bar to qualify	Rider must have shown at Introductory to qualify	Rider must have shown at Beginner Novice to qualify	Rider must have shown at Novice to qualify	Rider must have shown at Training to qualify
Gait Restrictions	Walk/trot classes only	Walk/trot only on the flat	Walk/trot/ canter	Walk/trot/ canter	Walk/trot/ canter	Walk/trot/ canter	Walk/trot/ canter
	No cantering	Option to canter in any jumping class					
Height Restrictions	Jumps not to exceed 12 inches***	Jumps not to exceed 18 inches***	Jumps not to exceed 2'	Jumps not to exceed 2'3"	Jumps not to exceed 2'6"	Jumps not to exceed 3'	Jumps not to exceed 3'3"
Spread Restrictions	no spreads	no spreads	spreads not to exceed 2'	spreads not to exceed 2'3"	spreads not to exceed 2'6"	spreads not to exceed 3'	spreads not to exceed 3'3"
Decoration	no flower boxes	no flower boxes	flower boxes	flower boxes	flower boxes	flower boxes	flower boxes

ENGLISH DIVISIONS: EVENTING

Eventing	Ground Poles (formerly Cricket)	Cross-Bars (formerly Grasshopper)	Introductory (formerly Pre-Novice)	Beginner Novice	Novice	Training
Age/Grade	Limited to 3rd - 5th grade youth only*	Cross-Bar A is for youth in 3rd-7th grade. Cross-Bar B is for youth in 8th-12th grade.	Open to all grades	Open to all grades	Open to all grades	Open to all grades
Qualifying**	No qualifying	No qualifying	Rider must have shown at Cross-bars to qualify	Rider must have shown at Introductory to qualify	Rider must have shown at Beginner Novice to qualify	Rider must have shown at Novice to qualify
Gait Restrictions	Walk/trot classes only	Walk/trot only on the flat	Walk/trot/canter	Walk/trot/canter	Walk/trot/canter	Walk/trot/canter
	No cantering	Option to canter in any jumping class				
Height Restrictions	Jumps not to exceed 12 inches	Jumps not to exceed 18 inches; mostly cross-bars	Jumps not to exceed 2'3"	Jumps not to exceed 2'7"	Jumps not to exceed 2'11"	Jumps not to exceed 3'3"
Spread Restrictions	no spreads	no spreads	spreads not to exceed 2'11"	spreads not to exceed 3'3"	spreads not to exceed 3'7"	spreads not to exceed 3'11"

***Ground Pole Division Exceptions:** Seniors and Intermediates who wish to compete for ribbons in the Ground Pole division may submit a request to the State English Council that will be reviewed by the committee appointed by the 4-H youth development specialist. Committee will determine if the requester will be evaluated over fences. Concours Avec Honneur is available to all Seniors and Intermediates who wish to ride "Green" horses in Ground Pole Division.

****See "Qualifying for Upper Level Jumping Divisions"**

Level 1: Ground Poles	Level 2: Cross-Bars A & B	Level 3: Introductory (formerly Pre-Novice)
<p>Course consists primarily of trotting over poles on ground.</p> <p>If jumps are utilized they should be cross-bars and should not exceed 12 inches at crossing.</p> 	<p>Course consists primarily of jumping over cross-bars and should not exceed 18 inches at crossing.</p> 	<p>Jumping up to 2 feet, 3 inches Spreads not to exceed 2 ft, 11 in</p> 
Level 4: BEGINNER NOVICE	Level 5: NOVICE	Level 6: TRAINING
<p>Jumping up to 2 feet, 7 inches Spreads not to exceed 3 ft, 3 in</p> 	<p>Jumping up to 2 feet, 11 inches Spreads not to exceed 3 ft, 7 in</p> 	<p>Jumping up to 3 feet, 3 inches Spreads not to exceed 3 ft, 11 in</p> 

REQUIRED TACK AND EQUIPMENT

Inappropriate tack may be cause for disqualification.

HUNTER CLASSES

BRIDLES — full bridles, all with cavesson nosebands (see illustration on page 17) and English reins. Discipline standard is brown bridle and brown leather reins which is preferred but not required. If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. No flash, dropped or figure eight nosebands are allowed.

BITS - only regulation snaffle or Pelham bits are allowed. Any other bits must be approved by the English Council.

MARTINGALES — are not allowed in flat classes. In Hunter Over Fences classes, a standing martingale or breast collar/plate is permitted. A running martingale is not allowed.

BOOTS OR WRAPS — it is incorrect to wear boots or wraps of any kind in Hunter classes. A rider may ask for permission for boots or wraps based on the safety and comfort of the horse. The request must be approved by the show committee and/or judge. If a horse is wearing wraps or boots in a Hunter class - even with show committee approval - it is a ribbon drop.

SADDLE — A hunt seat or all purpose jump saddle with a forward flap (fender) is required. Discipline standard is a brown saddle which is preferred but not required. Western, Australian, Saddle Seat, Park Seat and Dressage type saddles are not suitable.

SADDLE PAD — English saddle pad required. Discipline standard is a white and saddle-shaped "show pad," which is preferred but not required.

SPURS — of the unroweled type are acceptable not to exceed 1 ½" in length.

CROPS OR BATS — are optional not to exceed 30" in length including lash.

STADIUM JUMPING AND CROSS COUNTRY JUMPING

BRIDLES — full bridles, all with cavesson nosebands (see illustration on page 17) and English reins. If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. Flash, dropped or figure eight nosebands are allowed.

BITS - only regulation snaffle, Pelham, or Kimberwick bits are allowed. Any other bits must be approved by the English Council.

MARTINGALES — Standing Martingales are not allowed. A running martingale or breast collar/plate that is not fixed may be allowed in Cross Country. All running martingales must have rein stops.

BOOTS OR WRAPS — are allowed.

SADDLE — An English type saddle is required. Dressage style saddles are not permitted.

SADDLE PAD — English saddle pad required.

SPURS — of the unroweled type are acceptable not to exceed 1 ½" in length.

CROPS OR BATS — are optional not to exceed 30" in length including lash.

DRESSAGE

WHIP — One whip no longer than 120 cm (47.2") including the lash may be carried.

SPURS — Of the unroweled type are acceptable not to exceed 1 ½" in length.

SADDLE — An English type saddle with stirrups must be used. Dressage type saddles preferred but not required.

SADDLE PAD — English saddle pad of conservative color required.

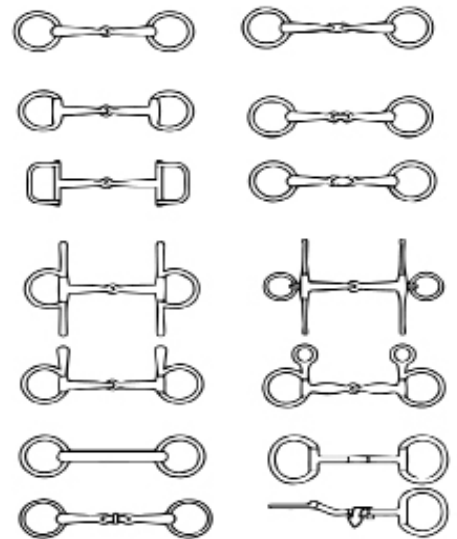
BRIDLE — A plain snaffle bridle is mandatory along with the use of any of the following nosebands: a regular cavesson, a dropped noseband, a flash noseband, or Figure 8 made entirely of leather. Brow bands can have "bling." English reins required.

MARTINGALES — of any kind are not allowed. Breast plates/collars are permitted.

BOOTS AND BANDAGES — are not permitted.

BITS — An English snaffle bit (no shank) is allowed. No Pelhams or Kimberwicks are allowed. See below for additional information on allowed dressage bits.

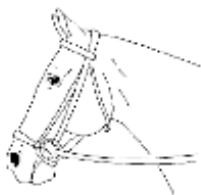
In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces must be between 5/16" to ¾" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek and may have a port no higher than 1 ½" (40 mm). They may be inlaid, synthetic wrapped, including rubber or plastic or encased, but must be smooth. On broken mouthpieces only, connecting rings of 1 ¼" (32 mm) or less in diameter or connecting flat bar of 3/8" to ¾" (10 mm to 20 mm) measured top to bottom with a maximum length of 2" (50 mm), which lie flat in the horse's mouth, are acceptable. Snaffle bit rings may be no larger than 4" (100 mm) in diameter. Any bit having a fixed rein requires use of a curb chain. Smooth round, oval or egg-shaped, straight bar or solid mouthpieces are allowed.



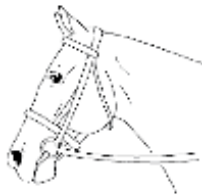
Permitted Nosebands and Bridles

1, 3 and 4: These nosebands are not permitted when a double bridle is used.

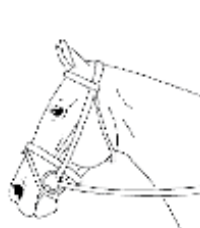
1. Dropped noseband



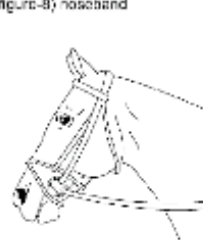
2. Cavesson noseband



3. Flash noseband



4. Mexican (crossed figure-8) noseband



Double bridle with cavesson noseband, bridle bit and curb with curb chain



Page intentionally left blank

Section 02

Hunter

“The modern show ring hunter’s roots were established in Europe when gentry rode across the countryside hunting for game, often aided by dogs used to track the prey. Subjectively judged, the modern show ring hunter must still exhibit the traits desired of a good field hunter— calm disposition, good manners, smooth gaits, steady way of going, and pleasant and efficient jumping ability— but must do so with style, presence and superior technique. Additionally, hunter classes exist for virtually every breed of horse or pony and for any level of rider.”

- US Equestrian Federation

HUNTER ATTIRE

Clothing should be neat, clean and appropriate for the class in which the rider is competing. Judges shall not eliminate a rider for inappropriate attire except for safety. Attire infractions will result in one ribbon drop (with maximum of 2 ribbon drops) for each event in which the 4-H member competes in inappropriate attire.

1. **4-H patch** — must be worn on the upper left sleeve. Patches must be visible during the event. No patch or patch not visible is one ribbon drop in judged events and a 5 second penalty in timed events. Other acceptable patches include any patch available for purchase through the 4-H mall that includes a big clover. Available online at <https://shop4-h.org>.
2. **HELMETS** — Helmets are required anytime you are mounted on your horse at a 4-H event. The Utah State 4-H Office highly encourages the use of helmets during all equestrian events. Effective January 2011, helmets will be required for all english, western under saddle and bareback events occurring at 4-H sponsored horse shows. Helmets must be approved by the American Society for Testing and Materials (ASTM) and Safety Equipment Institute (SEI) and worn with harness fastened properly under the chin. Utah State 4-H makes no representation or warranty, express or implied, about any protective headgear, and cautions riders that death or serious injury may result despite wearing such headgear as all equestrian sports involve inherent dangerous risk and as no helmet can protect against all foreseeable injuries. **Riders without helmets will be disqualified from the show.**
3. **ENGLISH ATTIRE** — Riders should wear neat and clean English-style attire including:
 - Hunt coat of tweed or dark solid color. Discipline standard is tweed or navy or black.
 - Shirt of conservative color with sleeves if jacket is removed. Discipline standard is white shirt which is preferred, but not required.
 - If shirt has integrated stand-up collar, no stock and pin or ratcatcher is required
 - Stock and pin, ratcatcher, or stocktie (if shirt does not have integrated stand-up collar)
 - English style breeches or jodhpur pants. Discipline standard is a tan color which is preferred, but not required.
 - A belt is required, but is not to be of western style.
 - English-style boots with discernible heel; acceptable combinations are tall boots, paddock boots with half chaps, or jophurs with paddock boots and garters.
 - Gloves in black or brown are preferred but not required.
 - Hair must be tied back (bun, braid, etc.) off the face, preferably secured with hair net
 - Riders may wear a protective vest specifically designed for use in equestrian sport in any division or class without penalty from the judge. A protective vest is optional in all classes except Cross Country where it is mandatory. The vest must pass or surpass the current ASTM standard F1937 or be certified by the Safety Equipment Institute.
 - Spurs of the unroweled type with a maximum length of 1 ½" are optional
 - Crops or bats not to exceed 30" in length including the lash are optional

Appropriate English Attire Combinations:

- Breeches with tall English riding boots
- Breeches with English paddock boots and half chaps of any material (suede, smooth leather, etc.)
- Jophurs with English paddock boots and garters

HUNTER - REQUIRED TACK AND EQUIPMENT

Inappropriate tack may be cause for disqualification.

HUNTER CLASSES

BRIDLES — full bridles, all with cavesson nosebands (see illustration on page 17) and English reins. Discipline standard is brown bridle and brown leather reins which is preferred but not required. If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. No flash, dropped or figure eight nosebands are allowed.

BITS - only regulation snaffle or Pelham bits are allowed. Any other bits must be approved by the English Council.

MARTINGALES — are not allowed in flat classes. In Hunter Over Fences classes, a standing martingale or breast collar/plate is permitted. A running martingale is not allowed.

BOOTS OR WRAPS — it is incorrect to wear boots or wraps of any kind in Hunter classes. A rider may ask for permission for boots or wraps based on the safety and comfort of the horse. The request must be approved by the show committee and/or judge. If a horse is wearing wraps or boots in a Hunter class - even with show committee approval - it is a ribbon drop.

SADDLE — A hunt seat or all purpose jump saddle with a forward flap (fender) is required. Discipline standard is a brown saddle which is preferred but not required. Western, Australian, Saddle Seat, Park Seat and Dressage type saddles are not suitable.

SADDLE PAD — English saddle pad required. Discipline standard is a white and saddle-shaped “show pad,” which is preferred but not required.

SPURS — of the unroweled type are acceptable not to exceed 1 ½” in length.

CROPS OR BATS — are optional not to exceed 30” in length including lash.

HUNT SEAT EQUITATION - NOT TO JUMP

Hunt Seat Equitation - Not To Jump is evaluated based on the ability of a rider to perform various maneuvers in harmony with her/his horse. This class is designed for a hunter rider to showcase the ability of both horse and rider through various maneuvers on the flat that lead to a natural progression to classes over fences.

CLASS DESCRIPTION

Exhibitors will enter the arena according to divisions as a group and will be asked to track left. Riders may be asked to execute rail work at the walk, trot, and/or canter. Judge may ask groups of riders to execute tasks to more safely showcase ability. 2' and higher divisions may be asked to perform rail work without irons and are required to hand gallop.

JUDGING

This class is judged solely on the ability of the rider to show his or her horse. Thus, the communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and her/his effect on the horse.

POTENTIAL TASKS

- | | | |
|---|---|---|
| <ul style="list-style-type: none"> • Demonstration of correct gaits • Change of gait • Halt • Back (3-5 steps) • Turn on the forehand and/or haunches. | <p>2' and up:</p> <ul style="list-style-type: none"> • Drop irons/stirrups • Simple lead change • Picking up correct lead from walk | <ul style="list-style-type: none"> • Counter canter • Hand gallop |
|---|---|---|

COURSE REQUIREMENTS

1. Class must involve change of gaits (appropriate to division) and change of direction
2. Posting trot, sitting trot and two-point trot required
3. In 2' and higher divisions, a hand gallop is required

Penalties:

- | | |
|--|---|
| <ul style="list-style-type: none"> • Loss of stirrup • Loss of reins • Grabbing any part of saddle • Incorrect diagonal • Incorrect lead • Incorrect rider position • Horse disobedience • Breaking gait • Excessive speed or slowness (any gait) | <ul style="list-style-type: none"> • Failure to take gait when called • Head carried too low or too high • Nosing out or flexing behind the vertical • Opening mouth excessively • Stumbling |
|--|---|

Ribbon Drop:

- No contestant number
- Missed gate call
- No patch/not visible
- Non-standard equipment
- Non-standard attire

Disqualification:

- Fall of horse or rider
- Equipment failure resulting in inability to compete
- No helmet
- Physical or verbal abuse
- Broken patterns

EQUITATION SCORING DETERMINED BY:

Suitability: Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance or the horse is clearly unable to perform comfortably. Final decisions on soundness will be made by Judge.

Appointment of Horse and Rider: Horse should be properly trimmed and presented. Rider should be turned out in all proper hunt seat attire. Tack should all be legal.

Seat: Rider will be faulted for excessive body motion, poor posture, failure to maintain a secure seat.

Hands: Should be quiet and light, maintaining consistent light contact with horse's mouth. Reins must be held correctly as determined by the type of bridle being used. Faults will include failure to maintain consistent head position and rhythmic gaits, horse's mouth gaping, constant bumping with reins. Also excessive drape in the rein or excessive pulling will be faulted.

Legs: Should be quiet, secure and in constant contact with horse. Faults will include motion in legs, excessive spurring, loss of contact with horse.

Pattern: Horse should demonstrate willing obedience with an even hunting pace, flat work, manners and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Horses should be obedient, alert, responsive and move freely.

SCORECARD FOR HUNT SEAT EQUITATION - NOT TO JUMP

Suitability - 5 points: Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance or the horse is clearly unable to perform comfortably. Final decisions on soundness will be made by Judge.

Appointment of Horse and Rider - 10 points: Horse, rider's clothes, and all equipment should be clean, serviceable and safe. Horse should be properly groomed.

Seat - 25 points: Rider should maintain erect posture, correct center of balance and complete contact with saddle. Faults will include excessive body motion, poor posture, failure to maintain a secure seat.

Hands - 20 points: Should be quiet and light, maintaining consistent control. Reins must be held correctly for English style riding. Faults will include failure to maintain consistent head position and rhythmic gaits, heavy hands, horse's mouth gaping, constant bumping with reins.

Legs - 20 points: Should be quiet, secure, in correct position and with proper weight in stirrups. Faults will include excess motion, uneven stirrups, insufficient weight in stirrups and loss of stirrup.

Pattern - 20 points: Should be accurately ridden with consistency within and between gaits. Circles and curves should be round. Lines should be straight. Horse should exhibit obedience throughout.

HUNTER HACK (Hunter Over Fences)

The purpose of Hunter Hack (Hunter over Fences) 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.

CLASS DESCRIPTION

The show committee, in conjunction with the judge, shall develop and post the course prior to the show - at least 1 hour prior to class starting. Exhibitors will enter the arena according to divisions as a group and will be asked to track left. Horses are to be shown at a walk, trot and canter (if division appropriate) both ways of the arena. Horses are required to jump two obstacles maintaining proper position and demonstrating horse obedience. At judge's instruction, exhibitors will demonstrate a lengthening of stride which can include a hand gallop for 2' division and above.

JUDGING

The class will be judged on equitation (reference "Hunt Seat Equitation - Not to Jump") and 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. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors.

COURSE REQUIREMENTS

1. Class must involve change of gaits (appropriate to division) and change of direction
2. Posting trot and sitting trot required. Canter required for 2' division and higher
3. Exhibitors must jump over two obstacles with 3-5 strides in between
4. Demonstrate lengthening of stride

Penalties/Faults:

- Loss of stirrup
- Loss of reins
- Grabbing any part of saddle
- Incorrect diagonal
- Incorrect lead
- Incorrect rider position
- Horse disobedience
- Breaking gait
- Refusal
- Knock-down
- Incorrect distance to jump
- Poor approach to jump
- Excessive speed or slowness (any 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

Ribbon Drop:

- No contestant number
- Missed gate call
- No patch/not visible
- Non-Standard equipment
- Non-standard attire

Disqualification:

- Fall of horse or rider
- Equipment failure resulting in inability to compete
- No helmet
- Physical or verbal abuse
- Broken patterns

SCORECARD FOR HUNTER HACK

Scoring will be based on equitation (reference “Hunt Seat Equitation - Not to Jump”) and horse’s way of going. Fence work represents 70% of the score, and rail work represents 30% of the score.

90-100: an excellent performer and good mover that jumps the entire course with cadence, balance and style.

80-89: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.

70-79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.

60-69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.

50-59: a horse that commits one major fault, such as a hind knockdown, refusal, trot, cross-canter or drops a leg.

30-49: a horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.

10-29: a horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.

HUNT SEAT EQUITATION OVER FENCES

Hunt Seat Equitation Over Fences evaluates the ability of the rider to guide his or her horse over obstacles in a pattern utilizing appropriate aids while maintaining proper form. This class is designed for a hunter rider to showcase the ability of both horse and rider through various maneuvers over fences.

CLASS DESCRIPTION

Each rider will work individually. Five horses in the arena at a time: rotating one in and one out upon finish; the last five stay until all five are done. Judging begins when horse enters arena. Exhibitor may circle once before approaching the first obstacle and then proceed around course keeping an even pace through-out. Refusals and jumping faults of the horse are to be considered and penalized accordingly.

The show committee, in conjunction with the judge, shall develop and post the course prior to the show - at least 1 hour prior to class starting. Course will contain no more than six separate jumps selected to determine the equitation ability of the rider.

JUDGING

Riders will be judged on equitation (reference "Hunt Seat Equitation - Not to Jump") as well as ability to complete the course in proper hunter form. Simple lead changes will receive full credit if done correctly and flying lead changes will receive extra credit. Simple lead change must be done in less than 3 trotting steps or be penalized. Failure to complete the course will be a disqualification.

At the discretion of the judge, top riders will be determined and called back to work the rail at a walk, trot and/or canter.

Penalties/Faults:

- Loss of stirrup
- Loss of reins
- Grabbing any part of saddle
- Incorrect diagonal
- Incorrect lead
- Incorrect rider position
- Horse disobedience
- Breaking gait
- Refusal
- Knock-down
- Incorrect distance to jump
- Poor approach to jump

- Excessive speed or slowness (any 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

Knockdown Faults:

- 4 faults per knockdown

Ribbon Drop:

- No contestant number
- Missed gate call
- No patch/not visible
- Non-Standard equipment
- Non-standard attire

Disqualification:

- Fall of horse or rider
- Equipment failure resulting in inability to compete
- No helmet
- Physical or verbal abuse
- Broken patterns

COURSE REQUIREMENTS

Divisions at ground pole up to 2' must contain the following:

- Six jumps
- Change of direction

Divisions at 2'3" and above must contain the following:

- Six jumps
- Change of direction
- At least three (3) of the following:
 - Bending Line
 - Narrow Jump (5'6"-8' wide)
 - Roll-back turn
 - Fence at the end of the ring
 - Long approach to a single jump

SCORECARD FOR HUNT SEAT EQUITATION OVER FENCES

Scoring will be based on equitation (reference "Hunt Seat Equitation - Not to Jump"), ability to correctly maneuver jumps, and horse's way of going.

90-100: Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their 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 shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump, 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 disunited 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, knock-downs, dangerous fences.

Page intentionally left blank

Section 03

Eventing

EVENTING / COMBINED TRAINING

A combined training event includes two or three tests from the following branches of equitation: dressage, stadium jumping and/or cross country. It is required that horses be at least 5 years old when entered in jumping classes.

Disqualification in one phase of 4-H Eventing / Combined Training may not eliminate an exhibitor from participating in a succeeding phase. To continue participating, the disqualified exhibitor must request of the Show Committee to continue in the next phase. If judged to be safe, the exhibitor may continue. If the show committee in one phase rules that an exhibitor is unsafe to continue to a succeeding phase, the exhibitor will be eliminated. The committee is encouraged to eliminate unsafe competitors.

PLACING

Awards will be provided at each state show. Each individual event or phase may be placed and awarded ribbons.

Overall / high point awards are determined by adding stadium jumping and cross country penalties to dressage score to determine Combined Training placing. To qualify for high point or overall show placings, all three phases must have been successfully completed without elimination.

ACCESS TO ARENA AND COURSES

The dressage arena is closed to exhibitors after it has been prepared for competition.

The stadium jumping arena and cross country course will be accessible to exhibitors on foot only at a specified time which will be posted and announced. After the courses have been shown, exhibitors can only revisit them on foot at specified announced times.

RED AND WHITE MARKERS

The exhibitor must pass between flags, plates, or other delegated markers posted on each stadium jumping and cross country obstacle. Exhibitor must also pass between the start and finish markers. The red marker must be kept to the right and the white marker to the left.

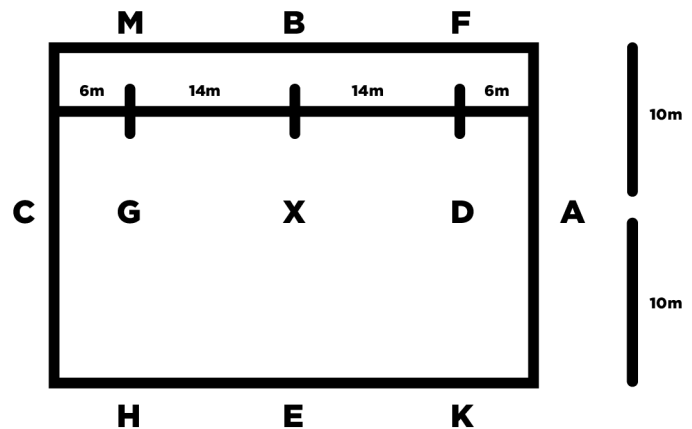
DRESSAGE

CLASS DESCRIPTION

Typically the first of the three events, dressage teaches an understanding between horse and rider which develops a horse's physical and mental condition to improve the natural gaits. Dressage is tested at a number of increasing levels.

THE ARENA

The arena should be placed on level ground with good footing. The small arena, recommended for 4-H contests, is 40 meters (132 feet) long and 20 meters (66 feet) wide. Consult the USEA rule book for details of setting up a dressage arena. Signs indicating letters should be put around the perimeter of the arena. Exiting or stepping out of the arena before the end of the dressage test will result in disqualification.



SIGNAL TO START

Each exhibitor may enter the ring on the outer perimeter of the arena, after the previous exhibitor has finished their dressage testing, and given the final salute. After the judge has given the signal, a bell or whistle, the exhibitor who has been circling the outer perimeter of the arena, will enter the arena at "A". Each exhibitor must enter the arena within 90 seconds of the signal or be disqualified from the dressage competition.

TESTS

Dressage patterns will be used for each show for the entire year. This allows the exhibitor to learn the patterns prior to shows. No reader will be used/allowed at the State English Show. Dressage tests are published by the United States Equestrian Federation and are available on their website.

EVEN Years Dressage Tests:

Groundpole - USEF 2022 Starter Test - canter not allowed*
 Cross-bar - USEF 2022 Starter Test - canter optional*
 Introductory - USEF 2022 Beginner Novice Test A
 Beginner Novice - USEF 2022 Beginner Novice Test A
 Novice - USEF 2022 Novice Test A
 Training - USEF 2022 Training Test A
 Preliminary - USEF 2022 Prelim Test A

ODD Years Dressage Tests:

Groundpole - USEF 2022 Starter Test - canter not allowed*
 Cross-bar - USEF 2022 Starter Test - canter optional*
 Introductory - USEF 2022 Beginner Novice Test B
 Beginner Novice - USEF 2022 Beginner Novice Test B
 Novice - USEF 2022 Novice Test B
 Training - USEF 2022 Training Test B
 Preliminary - USEF 2022 Prelim Test B

*Groundpole required & Cross-bar optional:
 rising trot on correct diagonal where
 instructed to canter

DRESSAGE ATTIRE See Section 1 - "Attire" for detailed information.

Clothing should be neat, clean and appropriate for the class in which the rider is competing. Judges shall not eliminate a rider for inappropriate attire except for safety. Attire infractions will result in one ribbon drop (with maximum of 2 ribbon drops) for each event in which the 4-H member competes in inappropriate attire.

1. **4-H patch** — must be worn on the upper left sleeve. Patches must be visible.
2. **HELMETS** — Helmets are required anytime you are mounted on your horse at a 4-H event.
Riders without helmets will be disqualified from the show.
3. **ENGLISH ATTIRE** — Riders should wear neat and clean English-style attire including:
 - Hunt coat of tweed or dark solid color
 - Shirt of conservative color, with sleeves if jacket is removed
 - If shirt has integrated stand-up collar, no stock and pin or ratcatcher is required
 - Stock and pin, ratcatcher, or stocktie
 - English style breeches or jodhpur pants. A tan color is preferred, but not required.
 - A belt is required, but is not to be of western style.
 - English-style boots with discernible heel; acceptable combinations are tall boots, paddock boots with half chaps, or jophurs with paddock boots and garters.
 - Gloves in black or brown are preferred but not required.
 - Hair must be tied back (bun, braid, etc.) off the face, preferably secured with hair net
 - Riders may wear a protective vest specifically designed for use in equestrian sport in any division or class without penalty from the judge.
 - Spurs of the unroweled type with a maximum length of 1 ½" are optional

DRESSAGE EQUIPMENT

WHIP — One whip no longer than 120 cm (47.2") including the lash may be carried.

SPURS — Of the unroweled type are acceptable not to exceed 1 ½" in length.

SADDLE — An English type saddle with stirrups must be used. Dressage type saddles preferred but not required.

SADDLE PAD — English saddle pad of conservative color required.

BRIDLE — A plain snaffle bridle is mandatory along with the use of any of the following nosebands: a regular cavesson, a dropped noseband, a flash noseband, or Figure 8 made entirely of leather. Brow bands can have "bling." English reins required.

MARTINGALES — of any kind are not allowed. Breast plates/collars are permitted.

BOOTS AND BANDAGES — are not permitted.

BITS — An English snaffle bit (no shank) is allowed. No Pelhams or Kimberwicks are allowed. See PG 17 for additional information on allowed dressage bits.

STADIUM JUMPING

CLASS DESCRIPTION

This test is designed to prove the suppleness, obedience, and jumping ability of the horse. At the same time it demonstrates the competitor's knowledge of pace and the use of the horse in the jumping arena. It is not a test of style or endurance. The intent is to jump clearly over a set course within an allotted time. The difficulty of the course and obstacles should be in relation to the level of competition and will include 6 to 10 jumping efforts.

The exhibitor must salute the judge and be acknowledged before crossing the start line.

SCORECARD FOR STADIUM JUMPING

The horses are timed from a start and finish line, and a final score is obtained by combining the number of jumping faults, number of disobedience faults, and time faults. If horses have the same score, the horse with the faster time will win. See appendix for sample scoresheet.

Faults:

- | | |
|--|---|
| • Knocking down an obstacle | 4 penalties/points |
| • First disobedience | 4 penalties/points |
| • Second disobedience in test | 8 penalties/points |
| • Any additional disobedience in test each | 2 penalties each |
| • Time faults | 1 point for each second longer than posted time |

Disqualification:

- Any fall of competitor in which any part of their body touches the ground
- Fall of the horse
- Rider will be eliminated after 3rd disobedience
- Missing a fence
- Circling before a fence; not as a refusal but to realign on the course
- Exceeding the time limit

TIME

The length of the course and the speed demanded determine the time allowed. Completing the course in less than the time allowed is not rewarded but exceeding the time allowed is penalized by one penalty point per second or part of a second in excess of the time allowed, up to the time limit, which is twice the time allowed. Exceeding the time limit involves elimination.

Groundpole and Cross-bar divisions are judged on an optimum time with a 20 second speed fault time. Riders must stay in the time between optimum and speed fault. For every second slower than this time frame, rider will be penalized 1 point. (i.e. Optimum time: 70 seconds; speed fault time: 90 seconds. Rider 1's time: 80 seconds = 0 time faults; rider 2's time: 92 seconds = 2 time faults.)

Introductory and above will have an optimum time with 1 point penalties for each second over the optimal time and elimination at the maximum time.

Optimum times will be posted as soon as possible but no later than 1 hour prior to the start of the class.

The course which the exhibitor will follow during stadium jumping will be posted at least one hour prior to start of the class. It is the rider's responsibility to know the course pattern. No re-rides will be given for wind or other "acts of nature" that may affect the numbers and flags on the course.

STADIUM JUMPING ATTIRE See Section 1 - "Attire" for detailed information.

Clothing should be neat, clean and appropriate for the class in which the rider is competing. Judges shall not eliminate a rider for inappropriate attire except for safety. Attire infractions will result in one ribbon drop (with maximum of 2 ribbon drops) for each event in which the 4-H member competes in inappropriate attire.

1. **4-H patch** — must be worn on the upper left sleeve. Patches must be visible.
2. **HELMETS** — Helmets are required anytime you are mounted on your horse at a 4-H event.
Riders without helmets will be disqualified from the show.
3. **ENGLISH ATTIRE** — Riders should wear neat and clean English-style attire including:
 - Hunt coat of tweed or dark solid color
 - Shirt of conservative color, with sleeves if jacket is removed
 - If shirt has integrated stand-up collar, no stock and pin or ratcatcher is required
 - Stock and pin, ratcatcher, or stocktie
 - English style breeches or jodhpur pants. A tan color is preferred, but not required.
 - A belt is required, but is not to be of western style.
 - English-style boots with discernible heel; acceptable combinations are tall boots, paddock boots with half chaps, or jophurs with paddock boots and garters.
 - Gloves in black or brown are preferred but not required.
 - Hair must be tied back (bun, braid, etc.) off the face, preferably secured with hair net
 - Riders may wear a protective vest specifically designed for use in equestrian sport in any division or class without penalty from the judge.
 - Spurs of the unroweled type with a maximum length of 1 ½" are optional

STADIUM JUMPING EQUIPMENT

BRIDLES — full bridles, all with cavesson nosebands (see illustration on page 17) and English reins. If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. Flash, dropped or figure eight nosebands are allowed.

BITS - only regulation snaffle, Pelham, or Kimberwick bits are allowed. Any other bits must be approved by the English Council.

MARTINGALES — Standing Martingales are not allowed. A running martingale or breast collar/plate that is not fixed may be allowed in Cross Country. All running martingales must have rein stops.

BOOTS OR WRAPS — are allowed.

SADDLE — An English type saddle is required. Dressage style saddles are not permitted.

SADDLE PAD — English saddle pad required.

SPURS — of the unroweled type are acceptable not to exceed 1 ½" in length.

CROPS OR BATS — are optional not to exceed 30" in length including lash.

CROSS COUNTRY

CLASS DESCRIPTION

This test is to prove the speed, endurance and jumping ability of the horse. It also demonstrates the competitor's knowledge of pace and the use of the horse on cross country.

Ground pole riders will not participate in the cross county event.

The difficulty of the course and obstacles should be in relation to the level of competition and will include 8 to 20 jumping efforts. Each jump should be numbered and flagged.

JUMP JUDGES

There is to be an assigned "judge" for each obstacle. This is to verify that each horse cleared the obstacle with no refusals, run outs, or falls.

UNAUTHORIZED ASSISTANCE

Jump judges, parents, coaches and spectators should be aware that unauthorized assistance will result in the disqualification of the exhibitor. This includes coaching or help with pace, obstacles, or any other difficulties between horse and rider after they have left the startbox. Applause and/or praise to a rider is considered acceptable if no help is offered. Handing whip, headgear or eye wear to an exhibitor is allowed and is not unauthorized assistance.

START

The start may be from walk or halt. The horse is not required to stand absolutely still, but may not start from a flying start. An assistant may lead the horse into the start box and may hold the horse until the signal to start is given. A horse that starts before the signal is given must, under penalty of disqualification, return and cross the start line again. The starting time will be recorded as if she/he started when originally given the signal.

OBSTACLES

The obstacles must be fixed, solid, straightforward, relatively simple and with true ground lines designed to provide a positive experience. They should be built as much as possible out of natural materials.

OVERTAKING RIDERS

Any exhibitor in difficulty before an obstacle, who is about to be overtaken by a following exhibitor, must quickly clear the way. Willful obstruction of an overtaking exhibitor is penalized by disqualification. It is suggested that rider or jump judge advise exhibitor in difficulty that they are being overtaken (e.g. "Rider, I'm overtaking you" or "Rider, I'm coming to fence.").

CROSS COUNTRY COURSE

The majority of Utah State 4-H Eventing Shows are held at Golden Spike Event Center, home to the Golden Spike Cross Country Course. This is a public cross country course that can be schooled for free when not closed to the public. Check the event center's website for course closures.

The cross country course will be closed to all exhibitors on the day of the show and anyone riding on the course or showing their horse obstacles on the day of the show will be eliminated.

SCORECARD FOR CROSS COUNTRY

FAULTS

Faults at an obstacle (falls, refusals, run outs and circles) will be penalized only if in the opinion of the officials they occur while negotiating or attempting one of the lettered or numbered obstacles.

Faults at an obstacle are penalized according to the following table. A competitor is only allowed four refusals on the entire cross country course before disqualification, fifth refusal is disqualified. No more than two refusals on any one jump with a total of no more than four total on the course, third refusal at one obstacle is disqualified.

Faults:

- | | |
|--|----------------------|
| • First refusal, run-out, circle | 20 penalties |
| • Second refusal, run-out, circle at the same obstacle | 40 penalties |
| • Obvious delay between last fence and finish line | 20 penalties |
| • For each second faster than optimum time | 0.4 penalties |
| • For each second under the optimum time | 0.4 penalties |

Disqualification:

- Fall of horse
- Fall of rider
- Third refusal, run-out, circle at same obstacle
- Fifth refusal on the course
- Not completing course as flagged
- Not crossing finish line
- Exceeding time limit (twice optimum time)
- Larking

TIME

The length of the course and the speed demanded determine the time allowed. Exhibitors should pace their course to complete within the Optimum time. For each second under the optimum time, a 0.4 point penalty will be given. For each second over the optimum time, a 0.4 point penalty will be given. Exceeding the time limit involves elimination.

Optimum times will be posted as soon as possible but no later than 1 hour prior to the start of the class.

The course which the exhibitor will follow during cross country will be posted at least one hour prior to start of the class.

RIDER RESPONSIBILITY

It is the rider's responsibility to know the course pattern. No re-rides will be given for wind or other "acts of nature" that may affect the numbers and flags on the cross country course.

CROSS COUNTRY ATTIRE See Section 1 - "Attire" for detailed information.

Clothing should be neat, clean and appropriate for the class in which the rider is competing. Judges shall not eliminate a rider for inappropriate attire except for safety. Attire infractions will result in one ribbon drop (with maximum of 2 ribbon drops) for each event in which the 4-H member competes in inappropriate attire.

1. **4-H patch** — must be worn on the upper left sleeve. Patches must be visible.
2. **HELMETS** — Helmets are required anytime you are mounted on your horse at a 4-H event.
Riders without helmets will be disqualified from the show.
3. **ENGLISH ATTIRE** — Riders should wear neat and clean English-style attire including:
 - A collared shirt with sleeves (short or long) of any color. A polo shirt is acceptable.
 - A body protecting vest that passes or surpasses ASTM's standards (F1397) is required.
 - Vest must be worn during cross country jumping including warm up and competition.
 - Inflatable vests are permitted only when worn over a body protecting vest.
 - English style breeches or jodhpur pants. A tan color is preferred, but not required.
 - A belt is required, but is not to be of western style.
 - English-style boots with discernible heel; acceptable combinations are tall boots, paddock boots with half chaps, or jophurs with paddock boots and garters.
 - Gloves in black or brown are preferred but not required.
 - Hair must be tied back (bun, braid, etc.) off the face, preferably secured with hair net
 - Riders may wear a protective vest specifically designed for use in equestrian sport in any division or class without penalty from the judge.
 - Spurs of the unroweled type with a maximum length of 1 ½" are optional
 - "Pinny" number holder

STADIUM JUMPING EQUIPMENT

BRIDLES — full bridles, all with cavesson nosebands (see illustration on page 17) and English reins. If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. Flash, dropped or figure eight nosebands are allowed.

BITS - only regulation snaffle, Pelham, or Kimberwick bits are allowed. Any other bits must be approved by the English Council.

MARTINGALES — Standing Martingales are not allowed. A running martingale or breast collar/plate that is not fixed may be allowed in Cross Country. All running martingales must have rein stops.

BOOTS OR WRAPS — are allowed.

SADDLE — An English type saddle is required. Dressage style saddles are not permitted.

SADDLE PAD — English saddle pad required.

SPURS — of the unroweled type are acceptable not to exceed 1 ½" in length.

CROPS OR BATS — are optional not to exceed 30" in length including lash.

Section 04

Appendix



Additional Classes

HUNT SEAT EQUITATION (PATTERN CLASS)

The purpose of this class is for the 4-Her to demonstrate the ability to fully control the horse throughout a pattern while maintaining proper rider position. Results as shown by performance of the horse are not to be considered more important than the method used by the rider in obtaining them.

CLASS DESCRIPTION

Each rider will work individually. The show committee, in conjunction with the judge, shall develop and post the pattern prior to the show. Routine will contain no more than eight separate maneuvers selected to determine the equitation ability of the riders. Markers should be utilized to indicate changes in gaits or pattern change points. Pattern should indicate the desired diagonal for the posting trot.

Always consider the age and ability of the exhibitors when designing an equitation pattern to make it ride-able and safe, yet challenging.

POTENTIAL TASKS

- Walk, trot, or canter in a straight line, curve or circle. Any combination of these gaits and patterns, such as a figure eight, may be used.
- Stop
- Back
- Turn on the haunches
- Side pass either or both directions
- Simple change of lead through the trot, walk or halt, in a straight line or figure eight or any other pattern
- Flying change of lead in a straight line, figure eight or any other pattern
- Ride without stirrups
- Turn on the forehand

EXAMPLE OF PATTERN

1. Trot to 1st marker
2. Canter on right lead
3. Simple or flying change
4. Canter on left lead
5. Stop horse
6. 360 degree turn on the forehand

JUDGING

Riders will be judged on seat, hands, legs, ability to control and show horse, as well as suitability of horse to rider. Failure to complete the pattern will be a disqualification. At the discretion of the judge, top riders will be determined and called back to work the rail at a walk, trot and/or canter. Five horses in the arena at a time. Rotate one in and one out upon finish, the last five stay until all five are done. A broken pattern, such as failure to perform required maneuvers within markers, is a disqualification. Transitions need to be with the riders leg at the cone, if not will result in ribbon drop. Must be on the correct side of the cone or will result in disqualification. Simple lead changes will receive full credit if done correctly and flying lead changes will receive extra credit. Simple lead change must be done in less than 3 trotting steps or be penalized.

SCORECARD FOR HUNT SEAT EQUITATION (PATTERN CLASS)

Suitability 5 points:

Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance.

Appointment of Horse and Rider 10 points:

Horses, rider's clothes, and all equipment should be clean, serviceable and safe. Horse should be properly groomed.

Seat 25 points:

Rider should maintain erect posture, correct center of balance and complete contact with saddle. Faults will include excessive body motion, poor posture, failure to maintain a secure seat.

Hands 20 points:

Should be quiet and light, maintaining consistent control. Reins must be held correctly as determined by type. Faults will include failure to maintain consistent head position and rhythmic gaits, heavy hands, horse's mouth gaping, constant bumping with reins.

Legs 20 points:

Should be quiet, secure, in correct position and with proper weight in stirrups. Faults will include excess motion, uneven stirrups, insufficient weight in stirrups and loss of stirrup.

Pattern 20 points:

Should be accurately ridden with consistency within and between gaits. Circles and curves should be round. Lines should be straight. Horse should exhibit obedience throughout.

Total: 100 points

Glossary of Terms

Beginner Novice

The fourth division of 4-H eventing. Fences not to exceed 2'7", spreads not to exceed 3'3".

Breast plate

A piece of riding tack that helps prevent a saddle from sliding back or keeps a martingale in place. A breastplate will be attached to the girth and d-rings on the saddle.

Breeches

English riding pants that taper from knee to ankle and include either reinforced knee patches or reinforced material throughout inseam and seat of pants (known as full seat breeches). The pant material is usually made of a stretchable fabric.

Ground poles

The first and lowest division of 4-H. There will be walk/trot only on the flat. Fences not to exceed 12", no spreads. Riders cannot canter fences-must trot. If the horse breaks into a canter going over jumps, the horse and rider will have four strides to recover back to a walk/trot.

Danish system

A system of scoring where the ribbon represents a standard and competitor is awarded a ribbon based on their performance of the standards. Multiple competitors can be awarded the same ribbon color. As opposed to the American system, where a judge compares each competitor and awards one ribbon, in numerical order, to each competitor based on their performance.

Disobedience

Any action from the horse that results in not jumping the obstacle- running out, circling, refusal, etc.

Jodhpurs

English riding pants that taper from the knee to ankle and include reinforced knee patches, cuffs at the ankle and contain an elastic strap that goes under the foot. Jodhpurs are designed to be worn with only paddocks boots, as opposed to tall boots or paddock boots & half-chaps, and a gaiter.

Gaiter

(Sometimes called a chapette) straps that go around the rider's calf, just below the knee, to prevent jodhpurs from riding up rider's leg.

Cross-bar

The second division of 4-H. Fences not to exceed 18", no spreads. This division will be walk/trot only on the flat and will have the option to canter in jumping classes.

Half chaps

A leg covering used with a paddock boot to help protect rider from stirrup leathers and provide more grip. Material can be leather, suede or water-proof material. Half-chaps will Velcro or zip closed and contain an under-boot strap to prevent half chap from moving up the rider's leg.

Hunter Gear

Proper hunter attire should be tidy and traditional. Rider's attire should not draw attention because it is flashy in nature. Jackets are recommended to be tweed and a black, navy, dark green or gray color, with or without pin striping. Breeches should be conservative in color; tan or beige is the most acceptable. Show shirt should

be buttoned down with a wrap-around collar or a stand-up collar with a choker. No stock pin is required. Tall boots are recommended to be a field boot and black in color. Paddock boots should match gaiters' or half chaps' color. Hair should be contained under a helmet with a hairnet. Helmet should be conservative in color, black or navy is common, with no adornments (like crystals or decals). Black gloves are recommended.

Hunter Hack

An English competition division that requires riders to demonstrate abilities on the flat, as well as over fences. Two fences will be jumped with 3-5 strides in between. Typically, 70% of score is judge over fences and 30% of score is judged on flat.

Hunt seat equitation

An English competition division that focuses on the ability and style of the rider. The rider should be able to properly ride the horse at all three gaits (higher divisions may be asked to extend the trot or canter, counter-canter, drop stirrups, etc.) while maintaining a stylish and correct position.

Hunt seat equitation over fences

An English competition division that focuses on the rider's abilities and style. Riders will be judged on their equitation around the course and over fences and judged on their ability to smoothly execute jumping course.

Introductory (formerly Pre-Novice)

The third division of 4-H. Fences not to exceed 2'3", spreads not to exceed 2'11".

Jumping fault

Points occurring because of any disobediences, like a refusal/runout, or rail/s knocked down.

Jump judge

The person assigned to a specific obstacle on cross country that will judge riders jumping their obstacle. Judging includes: recording rider on score sheet, recording any disobediences, helping remove riders from course in the event they have been disqualified, reporting any unauthorized assistance, reporting any horse abuse, assisting in the case of a fall or accident, etc.

Larking

Jumping a fence that is two levels or more above the rider's division level.

Novice

The fifth division of 4-H. Fences not to exceed 2'11", spreads not to exceed 3'7".

Optimum time

The calculated time based on the distance of the course and speed of the division. This time is what a horse and rider should complete the jumping course in if they maintain correct speed and follow course's set tracks (distance). For example, if the course is 1600 meters and the speed set is 400 meters per minute, a horse and rider should complete the course in 4 minutes. 4 minutes is the optimum time.

Oxer

A type of jump that possesses a spread. Most notably, the jump will have two top rails spaced apart, which creates the spread distance.

Paddock boots

English riding footwear that are short boots (stay below the ankle), lace up or zip up, can be black or brown and have a heel. They can be worn alone or with half-chaps.

Penalties

Points that occur during competition due to disobediences, rail knock-downs, speed faults (too fast or too slow), etc.

Pre-Novice (Introductory)

Former name of Introductory level - the third division of 4-H. Fences not to exceed 2'3", spreads not to exceed 2'11".

Refusal

When a horse approaches the obstacle but does not jump and stops all forward motion. [Exception: a horse has not refused if it stops all forward motion at obstacles under 30 cm (12 inches) and makes a standing jump, so long as it never stepped backwards or sideways.]

Running martingale

A piece of riding tack that helps prevent a horse's head from going too high and will help apply pressure to reins/bit if horse's head reaches a certain point. The running martingale has a strap that extends from the girth, between the forelegs, through a loop in the breastplate, then splits into two pieces with rings on the end. Each rein is put through a ring. Some running martingales attach to the center ring of a breast plate as opposed to being a single strap from the girth. Rein stops, made of leather or rubber, must be used on each rein between the bit and running martingale.

Run out

When a horse is presented to an obstacle and avoids jumping by running to one side or the other of a fence to the extent that the rider must re-present the obstacle to jump.

Speed Fault Time

A time set by the course designer that is the fastest a horse/rider can complete course before acquiring time faults. Typically, 30 seconds faster than optimum time. *Going too fast can be unsafe and a rider can be eliminated from competition if speed is considered dangerous riding*

Spread

The distance of the spacing between top two top rails (the front and the back rails) of an oxer jump, which creates the spread distance.

Standing Martingale

A piece of riding tack that helps prevent a horse's head from going too high. The standing martingale has a strap that extends from the girth, between the forelegs, through a loop in the breastplate and ends by attaching to the noseband on the horse's bridle.

Time faults

Points occurring because rider went too fast or too slow (varies on divisions/disciplines).

Training

The sixth and highest division of 4-H. Fences not to exceed 3'3", spreads not to exceed 3'11"

USEA

United States Eventing Association, the US governing body that controls the rules, regulations and competitions involving the 3-day eventing sport.

USEF

United States Equestrian Federation, the US governing body that controls the rules, regulations and competitions involving equestrian sports.

Unauthorized assistance

Any rider receiving outside assistance from any person. Examples of unauthorized assistance is receiving direction of next jump, any type of vocal coaching, having someone encourage a horse at an obstacle, information about their time, etc.

USDF

United States Dressage Federation, the US governing body that controls the rules, regulations and competitions involving the dressage sport.

UTAH 4-H ENGLISH SHOW: SET UP GUIDE . REFER TO UTAH 4-H ENGLISH RULE BOOK FOR ADDITIONAL GUIDANCE

	Groundpole	Cross-bar	Introductory	Beg. Novice	Novice	Training	Preliminary	Show Notes
DRESSAGE . ALL TESTS ARE TO BE PERFORMED IN STANDARD "SMALL" DRESSAGE ARENA MEASURING 20X40								
Even years: Dressage test	USEF 2022 starter test Canter not allowed*	USEF 2022 starter test Canter optional	USEF 2022 Beg Novice Test A	USEF 2022 Beg Novice Test A	USEF 2022 Novice Test A	USEF 2022 Training Test A	USEF 2022 Prelim Test A	Post Dressage letters outside arena
Odd years: Dressage test	USEF 2022 starter test Canter not allowed*	USEF 2022 starter test Canter optional	USEF 2022 Beg Novice Test B	USEF 2022 Beg Novice Test B	USEF 2022 Novice Test B	USEF 2022 Training Test B	USEF 2022 Prelim Test B	Notify Judge of Canter variations for Groundpole & GH
STADIUM JUMPING & HUNTER SHOW JUMPS								
Lengths	Max 600m	Max 600m	Max 600m	Max 600m	Max 600m	Max 600m	Max 600m	Unauthorized assistance = DQ
Speeds	275mpm	280mpm	300mpm	300mpm	320 mpm	325 mpm	350 mpm	Eventing Shows only: Numbers on jumps allowed
Efforts	6-10 Canter not allowed**	6-10 Canter optional	8-11	9-11	9-11	10-12	11-13	Flag jumps with red on right and white on left
Max Height	12" .305m	18" .457m	2'3" .685m	2'7" .79m	2'11" .90m	3'3" 1.0m	3'7" 1.10m	Hunter Shows: numbers on jumps NOT allowed.
Overall spread of oxers	n/a	n/a	2'11" .90m	3'3" 1.0m	3'7" 1.10m	3'11" 1.20m	4'3" 1.30m	Hunter Hack = 2 jumps
Overall spread of triple bar	n/a	n/a	3'5" 1.04m	3'11" 1.20m	4'3" 1.30m	4'7" 1.40m	1.50m	Equit. Over Fences = 6 or more jumps
CROSS COUNTRY								
Distances	n/a	1200-1400m	1300-1500m	1400-2000m	1600-2200m	2000-2600m	2200-3120m	Numbers on jumps required
Speeds	n/a	280-320mpm	280-320mpm	300-350mpm	350-400mpm	420-470mpm	520mpm	Flag jumps with red on right and white on left
Speed Faults	n/a	n/a	400mpm	420mpm	450mpm	520mpm	n/a	Clearly mark start and finish lines
Efforts	n/a	8-14 Canter optional	12-16	14-18	16-20	20-24	22-30	Jump judges can monitor multiple jumps as long as jumps are visible
Max Height	n/a	18" (.457m)	2'3" (.685m)	2'7" (.79m)	2'11" (.90m)	3'3" (1.0m)	3'7" (1.10m)	Remind jump judges and spectators: Unauthorized assistance (coaching, etc) = DQ
Fixed Brush	n/a	24" (.61m)	2'9" (.838m)	3' (.91m)	3'7" (1.10m)	3'11" (1.20m)	4'3" (1.30m)	All three phases must be completed to be eligible for overall Eventing Show awards
Spreads	n/a	n/a	n/a	2'9" (.84m)	3'3" (1.0m)	3'11" (1.20m)	4'7" (1.4m)	
Highest point	n/a	n/a	n/a	4' (1.22m)	4'11" (1.50m)	5'11" (1.80m)	6'11" (2.10m)	
Base without height	n/a	n/a	n/a	4' (1.22m)	6'7" (2.0m)	7'11" (2.40m)	9'2" (2.80m)	
Drops	n/a	2'3" (.685m)	2'7" (.75m)	3'3" (1.0m)	3'11" (1.20m)	4'7" (1.40m)	5'3" (1.60m)	

*Groundpole Dressage: rising trot on correct diagonal where instructed to canter **Groundpole Stadium Jumping: If the horse breaks into a canter, the horse and rider will have four strides to recover back to a walk/trot

Time Fault Guide

	Beginner Novice	Novice	Training	Preliminary	Intermediate	Advanced
Dressage						
Federation eventing tests	BN A BN B	Novice A Novice B	Training A Training B	Preliminary A Preliminary B	Intermediate A Intermediate B	Advanced A Advanced B
Cross Country						
Distances	1400-2000m	1600-2200m	2000-26000m	2200-3120m	2600-3575m	3200-3990m
Speeds Optimum time	300-350mpm	350-400mpm	420-470mpm	520mpm	550mpm	570mpm
Speed Faults	420mpm	450mpm	520mpm	N/A	N/A	N/A
Efforts	14-18	16-20	20-24	22-30	26-34	32-40
Heights Fixed Brush	.79m (2'7") .91m (3')	.90m (2'11") 1.10m (3'7")	1.00m (3'3") 1.20m (3'11")	1.10m (3'7") 1.30m (4'3")	1.15 (5'3") 1.35m (4'5")	1.20 (3'11") 1.40m (4'7")
Spreads Highest Point Base Without Height	.84m (2'9") 1.22m (4') 1.22m (4')	1.00m (3'3") 1.50m (4'11") 2.00m (6'7")	1.20m (3'11") 1.8m (5'11") 2.40m (7'11")	1.40m (4'7") 2.10m (6'11") 2.80m (9'2")	1.60m (5'3") 2.40m (7'11") 3.20m (10'6")	1.80m (5'11") 2.70m (8'10") 3.60m (11'10")
Drops	1.01m (3'3")	1.20m (3'11")	1.40m (4'7")	1.60m (5'3")	1.80m (5'11")	2.00m (6'7")

	Beginner Novice	Novice	Training	Preliminary	Intermediate	Advanced
Jumping						
Lengths	Maximum 600m	Maximum 600m	Maximum 600m	Maximum 600m	Maximum 600m	Maximum 600m
Speeds	300mpm	320pm	325mpm	350mpm	350mpm	375mpm
Efforts	9-11	9-11	10-12	11-13	12-14	13-15
Heights	.79m (2'7")	.90m (2'11")	1.0m (3'3")	1.10m (3'7")	1.20m (3'11")	1.25m (4'1")
Overall spreads of oxers	1.00m (3'3")	.1.10m (3'7")	1.20m (3'11")	1.30m (4'3")	1/40m (4'7")	1.45m (4'9")
Overall spread of Triple Bar	1.20m (3'11")	1.30m (4'3")	1.40m (4'7")	1.50m (4'11")	1.60m (5'3")	1.65m (5'5")

Utah 4-H English Horse Program

HUNT SEAT EQUITATION - NOT TO JUMP SCORECARD **DIVISION** _____

1. **Suitability** - Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance or the horse is clearly unable to perform comfortably. Final decisions on soundness will be made by Judge.
2. **Appointment of Horse and Rider** - Horse, rider's clothes and all equipment should be clean, serviceable and safe. Horse should be properly trimmed.
3. **Seat** - Rider should maintain erect posture, correct center of balance and complete contact with saddle. Faults will include excessive body motion, poor posture, failure to maintain a secure seat.
4. **Hands** - Should be quiet and light, maintaining constant control. Reins must be held correctly as determined by type. Faults will include failure to maintain consistent head position and rhythmic gaits, heavy hands, horse's mouth gaping, constant bumping with reins.
5. **Legs** - Should be quiet, secure in correct position and with proper weight in stirrups. Faults will include excess motion, uneven stirrups, insufficient weight in stirrups and loss of stirrups.
6. **Performance** - Should be accurately ridden with consistency within and between gaits. Circles and curves should be round. Lines should be straight. Horse should exhibit obedience throughout.

#	Suitability 5 pts	Appointment 10 pts	Seat 25 Pts	Hands 20 Pts	Legs 20 Pts	Pattern 20 Pts	Comments	Total Score

Judge Signature _____ Date _____

Utah 4-H English Horse Program

HUNT SEAT EQUITATION OVER FENCES SCORECARD **DIVISION** _____

Scoring: Overall scoring shall be on the basis of 10 to 100, with approximate breakdown as follows:	
90-100	Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.
80-90	Minor equitation faults: i.e. long, weak distance, deep distance, one step landing at counter canter, rider still maintains quality ride.
70-79	More problems occur; equitation suffers: i.e. rounded shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem i.e. chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not flowing course.
60-69	Major equitation faults; poor body position; loose legs and seat; Two or three major fence problems i.e. not flowing course, failure to obtain or maintain trot on fence approach, two or three misses at the fence.
40-59	Equitation needs improvement; breaking to trot while on course, counter-canter or disunited at end of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination, Four major fence problems.
10-39	Rider avoids elimination; One or two refusals at jumps, knock downs, or dangerous fences.

#	Fences						Way of Going	Comments	Score
	1	2	3	4	5	6			

Judge Signature _____ Date _____

HUNTER HACK (HUNTER OVER FENCES) SCORECARD **DIVISION** _____

Scoring: Overall scoring will be combined score of fence work and rail work with fence work 70% of total score and rail work 30% of total score.	
90-100	Excellent performer and good mover that jumps course with cadence and style. Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.
80-90	Good performer that jumps fences reasonably well with minor faults. Minor equitation faults: i.e. long, weak distance, deep distance, one step landing at counter canter, rider still maintains quality ride.
70-79	Average, fair performer that lacks style, cadence and good balance with minor fence faults. More equitation issues: i.e. rounded shoulder, heels not down, hands incorrect, lacks style and presence. Fence problems i.e. chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not flowing course.
60-69	Poor performer that makes mistakes; fair or average mover that has one or two poor fences but no major disobediences. Major equitation faults; poor body position; loose legs and seat; Two or three major fence problems i.e. not flowing course, failure to obtain or maintain trot on fence approach, two or three misses at the fence.
50-59	One major fault such as hind or front knock down, refusal, breaking into trot, cross-canter or drops a leg.
30-49	Two or more major faults such as hind or front knock down, refusals, breaking into trot, cross-canter or drops a leg, or jumps in a manner that otherwise endangers the horse and/or rider
10-29	A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score

#	Fences (Max 70 pts)		Fences Total	Flatwork (30 pts)	Comments	Score <small>(Fences + Flatwork)</small> Max 100 pts
	1	2				

Judge Signature _____ Date _____

STADIUM JUMPING - EVENTING - SCORECARD

DIVISION _____

Scoring: Horses are timed from a start and finish line, and a final score is obtained by combining the number of jumping faults, number of disobedience faults, and time faults. If horses have the same score, the horse with the faster time will win.

Faults	<ul style="list-style-type: none"> • Knocking down an obstacle 4 penalties/points • First disobedience 4 penalties/points • Second disobedience in test 8 penalties/points • Any additional disobedience in test each 2 penalties each • Time faults 1 point for each second longer than posted time 						
Time	<p>The length of the course and the speed demanded determine the time allowed. Completing the course in less than the time allowed is not rewarded but exceeding the time allowed is penalized by one penalty point per second or part of a second in excess of the time allowed, up to the time limit, which is twice the time allowed. Exceeding the time limit involves elimination.</p> <p>Groundpole and Cross-bar divisions are judged on an optimum time with a 20 second speed fault time. Riders must stay in the time between optimum and speed fault. For every second slower than this time frame, rider will be penalized 1 point. (i.e. Optimum time: 70 seconds; speed fault time: 90 seconds. Rider 1's time: 80 seconds = 0 time faults; rider 2's time: 92 seconds = 2 time faults.)</p> <p>Introductory and above will have an optimum time with 1 point penalties for each second over the optimal time and elimination at the maximum time.</p>						
DQ	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Fall of competitor</td> <td>Missing a fence</td> </tr> <tr> <td>Fall of the horse</td> <td>Circling before a fence; not as a refusal but to realign on the course</td> </tr> <tr> <td>3rd disobedience</td> <td>Exceeding the time limit</td> </tr> </table>	Fall of competitor	Missing a fence	Fall of the horse	Circling before a fence; not as a refusal but to realign on the course	3rd disobedience	Exceeding the time limit
Fall of competitor	Missing a fence						
Fall of the horse	Circling before a fence; not as a refusal but to realign on the course						
3rd disobedience	Exceeding the time limit						

#	Fences												Time	Score
	1	2	3	4	5	6	7	8	9	10	11	12		

Judge Signature _____ Date _____