

UTAH 4-H 

Western Horse Rule Book



Produced by
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and the Utah 4-H State Western 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

Rule change suggestions should be submitted to the State 4-H Judge-at-Large or the State 4-H Office. These links are found here: <https://extension.usu.edu/utah4h/programs/horse>. All rule proposals are presented to the Judge's and Rules Committee, appointed by the 4-H State Western Horse Council President, to be evaluated. Reviewed proposals are presented to the counties to be voted on during the rule change meeting held in the 4th quarter of even calendar years, which corresponds with the second year of the Horse Council President and Judge-At-Large's terms.

Rule changes outside the rules meeting are permitted only when the following specific conditions are met.

1. A rule is found to be nonfunctional at the state level; OR in the case that a rule is found to be in opposition to USU policies.

AND

2. In order for the rule change to be adopted the rulebook has to be updated, published, and made accessible to all 4-H members within a reasonable time (like 30 calendar days) following the rule change approval vote.

No rule changes will be accepted outside the rule change meeting unless a rule is nonfunctional and must be corrected by a unanimous vote of the Horse Council members in attendance. The new rule change proposal must include the date in which the new rule will go into effect.

If a rule change is needed outside both the rules meeting and a horse council meeting, and all conditions are met, then the proposed rule must be sent electronically to be voted on with a stated response deadline to all horse council members including each county's adult and youth representatives.

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Section 01

General Information

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

USE OF NAME AND EMBLEM OF 4-H CLUB WORK



The federal law states that only activities or programs under supervision of the Utah State University 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 University Extension Service through county, district, or state personnel.

Contests or events sponsored by other organization 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.

UTAH 4-H FACILITIES FOR EVENTS AND SHOWS

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 mean 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.

UTAH 4-H EQUINE DRUG RULE

The use of systemic nonsteroidal anti-inflammatory agents (i.e., phenylbutazone, meclufenamic acid, aproxen, etc.) or antihistamines are considered permissible. The use of these drugs may be used at the discretion of the horse owner without a veterinarian note. Horse owners should work closely with a licensed veterinarian to ensure they are using these agents ethically and responsibly.

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.

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.

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.

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.
11. Enjoy the challenge of competing in 4-H sponsored shows, setting goals with your horse to progress and work as a team to compete in the different classes the 4-H program offers, and to practice good sportsmanship.

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.

Emphasis is placed on horsemanship (meaning the horse/human relationship), Western Rail Work skills, and general equestrian knowledge, and not conformation of the horse.

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 the horse 4-H program, a youth must be in at least 3rd grade and 8 years old. To participate at the state horse show, youth must be at least 8 years old no later than 30 days before the first day of the horse show. Check with local county programs for county specific guidelines.

4-H involvement as a member will end the summer following high school graduation, or not older than 19 years of age as of September 1st of that 4-H year, whichever comes first.

Although the Utah 4-H State Horse Show falls in September, after the start of the new 4-H year, it is considered a capstone event for the previously completed 4-H year. Youth who have graduated from high school will be eligible to participate as long as they were actively enrolled in the 4-H horse program during the summer preceding the show.

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

GENERAL 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 state rules.
2. The purpose of 4-H is to help youth develop a foundation in horsemanship and sportsmanship using any horse. Although 4-H defers to other rule books for any items that are not specified in the 4-H rulebook, the horse's movement is judged on body type and conformation, regardless of the breed.
3. At all 4-H competitions, 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
4. After arrival at the show grounds, the 4-H exhibitor will be the only individual who rides the horse until all events are complete. Violators will be disqualified from the show in its entirety. This applies to the Two-handed and regular Western shows.
5. At all State 4-H contests, 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 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.
 - If a horse is being used for multiple state shows, the horse must be used by the same person for all shows. Two people are prohibited from using the same horse at all state shows.
6. The 4-H member's project is centered around one primary project horse, but additional horses may be used for breeding, and competitions including In-hand, Two-handed, English, Working Ranch Horse, Trail Riding, etc.
 7. All participants in 4-H contests will receive blue, red, or white ribbons. Those disqualified for breaking patterns or other violations specified within this rule book will receive an orange ribbon.
 8. A primary objective of the 4-H Horse Program is for youth to learn horsemanship (meaning the horse/human relationship), Western Rail Work skills 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.
 9. Stallions of any age are prohibited in 4-H classes.
 10. Any exhibitor falling from the horse during any judged event, or within the pattern of a timed event, will receive an orange ribbon and disqualification, but no re-ride.
 11. Any equipment (tack) failure in any event resulting in the riders' inability to complete the event shall receive an orange ribbon and disqualification, but no re-ride.
 12. At State and Region contests exhibitors will receive two identical numbers which will be pinned to each side of their saddle pads. For non-ridden classes and bareback classes, the number is on the exhibitor's back. If a contestant does not have a number in the proper location, it is a drop in ribbon.
 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 length spacing when approaching an identified horse.
 14. Unsafe behavior by a 4-H member, any family member, or associate on the show 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 considered unsafe behaviors:
 - Double riding anywhere on the show grounds.
 - Riding a horse without a bridle or hackamore.
 - "Horse play" activities on or around horses.
 15. All 4-H exhibitors must take the test and show in Showmanship at Halter to be eligible to compete in the other events of the show.
 16. Anyone missing their gate call in any event (judged or timed) 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.

17. All horses' hooves should be properly trimmed or shod for all 4-H activities.
18. 4-H members, leaders, and parents are encouraged to make use of 4-H audiovisual materials to help them better understand events, rules and how to perform at their best.
19. A written test will be given at every 4-H horse contest to help encourage the educational component of the 4-H horse program.
20. The State Horse Council, with USU input, will determine how many eligible youth can qualify to go to State Horse Shows. The Individual Show will be based on the amount of actively participating youth reported from each county. This number may change from year to year.

ATTIRE

1. A 4-H patch with the 4-H emblem must be worn on the upper left sleeve. Patches must be visible during the event. No patch or patch not visible is a ribbon drop in judged events and a 5 second penalty in speed events. The official patch can be seen in the photo to the right and must be used in full color.

Preferably, the Utah 4-H Horse Project patches, with rank advancement pins, will be used. Other acceptable patches include any previously manufactured USU patch or other 4-H patches available for purchase through the 4-H mall that includes a big clover. These are available online at <https://shop4-h.org>.

Embroidered or screen printed 4-H clover emblems are acceptable as patches. When possible, these emblems should be in color.

2. **WESTERN** — Acceptable attire for 4-H Western performance contests will be a certified equestrian helmet (Western hats may be worn in Showmanship), Western boots, western style belt (optional in speed events), Western style long-sleeved shirt, and Western style long pants. Attire should be neat and clean and should add to the overall pleasant appearance of horse and rider. Fancy Western outfits will not be scored higher than clean, neat appropriate clothing. Vests, jackets, gloves, and chaps are acceptable for Western State Shows, however these are optional and will not result in extra credit.
3. **SPEED EVENT**— Speed event attire is relaxed attire that follows 4-H and USU Policy. This includes a shirt with at least cap sleeves, long pants, and close-toed boots.
4. **HELMETS** — It is the official position of Utah State University Extension that all youth riders participating in Utah 4-H sponsored events must wear an American Standard for Testing Materials (ASTM) or Safety Equipment Institute (SEI) certified helmet. This includes any youth riding during club practices and activities, at show events in or out of the show ring, and other events where youth are representing Utah 4-H in any way. Studies have shown that a properly fitted and certified helmet can drastically reduce the incidence of serious injury and harm to horseback riders.
5. **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, i.e., culottes in place of western style pants.
6. **ARENA HELP** — It is desirable for all persons in the arena acting in capacity of exhibitors, stewards, judges, timers, score keepers, etc., to wear long or short sleeved Western



or English shirts and long pants. Tank tops, pullovers, or sweat shirts do not present a desirable image to the public or participants.

- 7. **AWARDS DRESS CODE**— Appropriate dress is required when receiving awards at State Western shows or award will not be given. Minimum dress required: speed events attire.



Helmet



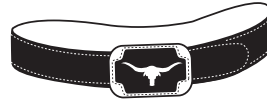
Western Style Shirt



Western Style Boots



**Western Style Hat
(showmanship)**



Western Style Belt

ALL WESTERN SHOWS SCORING PROCEDURES

Each class will be placed on the DANISH SYSTEM (Blue, Red, White, Orange), with all participants receiving a ribbon.

- In judged events individual blue, red, and white flags will be used to indicate placings.
- In the speed events the DANISH SYSTEM ribbons will be awarded as 1/3 receiving blue ribbons, 1/3 receiving red ribbons, and 1/3 receiving white ribbons.

Points will be awarded as follows:

Blue Ribbon	15 points
Red Ribbon	10 points
White Ribbon	5 points
Orange Ribbon	1 point (<i>Orange ribbon for disqualification only</i>)

STATE CONTESTS SCORING AND AWARDS

At state level Western shows, the top five ribbon winners in each event will be placed 1st through 5th and will receive extra points as follows:

1st Place	5 points
2nd Place	4 points
3rd Place	3 points
4th Place	2 points
5th Place	1 point

In addition to the Danish system used at all Utah 4-H Western Shows, each class of the Individual Show, in both judged and timed events, will be placed one through ten overall by the AMERICAN SYSTEM, and 1st through 20th for all-around award categories.

In the Two-handed and In-hand Shows, contestants will be placed 1st through 5th overall in each event, and 1st through 10th for all-around awards.

All-around honors and additional prizes will be awarded based on total scores received.

Categories of all-around awards, honors, and additional prizes are at the discretion of the show management. Examples of possible all-around categories may include:

- All-around Knowledge which would consist of the combined points accrued in all education classes / events.
- All-around Judged which would consist of the combined points accrued in all performance classes / events.
- All-around Speed which would consist of the combined points accrued in all timed classes / events.
- All-around Show which would consist of the combined points accrued in all classes / events of the show.

An individual must compete in all events to qualify for an all-around award.

- This means that a participant must attempt every event offered at the show in order to qualify for All-around Knowledge, All-around Judged, All-around Speed, or All-around Show awards.

SCORE REVIEW WINDOWS

EVENT REVIEW WINDOW: Following each class / event, the scores and ranks will be tallied and posted for review for 1-hour before they are considered finalized. Once the event review window closes, event scores and ranks are final and will not be changed. The closing time of each event review window will be displayed on the score-posting sheet so everyone is aware of the review period for each event.

FINAL REVIEW WINDOW: Once final scores have been tallied and posted, it will be announced for final review at the show before the awards are given. The final review period before the awards ceremony is only for reviewing the scores and ranks that haven't already had a review period such as the top all-around scores and ranks. The closing time of the final review window will be displayed on the score posting sheet.

- Any previously closed review periods will not be reopened during this time.
- The final review window default is 1-hour. However, if event scores have been posted throughout the show, with each having its own review period, then at show management's discretion, the final review window may be shortened from 1 hour to a minimum of 15 minutes after posting the all-around and overall scores and ranks. Show management will announce or post the close time of the final review period and the start time of the awards ceremony.
 - If a shortened time for the final review is not announced or posted, the time will default to 1-hour.

EXHIBITOR BEHAVIOR

1. Good sportsmanship shall prevail at all times. No physical or verbal abuse of animals or people will be permitted from a 4-H member, any family member, or associate. Abusive behavior of this kind will be cause for dismissal of the 4-H member from further competition in the event or show at the discretion of the show committee.
2. Administering performance-altering drugs or substances to horses is also considered abuse.
3. Contest officials and grievance committee will determine dismissals with the help of the judge involved.
4. 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.
5. 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 complainant.
6. 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. Failure to show good behavior in this regard by 4-H members, family members, or affiliates, will result in disqualification or removal from the show grounds.
7. Scoring-corrections and grievances will only be accepted during the open review window.

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

THREE-MEMBER GRIEVANCE COMMITTEE

A three-member grievance committee consists of members from the State Horse Council or State 4-H Office. Committee members should be completely familiar with all the Utah 4-H Western Horse Rule Book rules. The Utah 4-H Horse Council will be the only contact with a judge after the judge leaves the showgrounds and the judge must be contacted by two Horse Council members.

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.

Grievance committees shall consist of no fewer than 3 members, with the president of the Utah State 4-H Western Horse Council serving as the executive officer. The president will only vote in case of a tie. Suggested committee members are one representative from the Utah State 4-H office and the judge-at-large. Other members may include the first vice president, the show safety officer, and a non-biased member of the show management team. A representative from the county of the grievance in question may be invited for advisory purposes. If there is a conflict with one of the grievance members, they should find an additional member to serve on the committee and abstain from voting.

Section 02

Classes / Events

SECTION 02 | CLASSES / EVENTS

Section 2.1 - 4-H Education / Knowledge

- Test
- Portfolio

Section 2.2 - 4-H Performance / Judged

- Fitting & Showmanship
- Western Rail Work
- Western Horsemanship
- Western Reining
- Ranch Riding
- Bareback Rail Work
- Trail Horse

Section 2.3 - 4-H Timed / Speed

- Barrels Racing
- Pole Bending
- Gymkhana Gig
- Flag Race
- Keyhole Race
- Scurry
- Quadrangle Stake Race

SHOW MANAGEMENT GUIDELINES

The Utah State 4-H Individual Western Horse Show consists of a total of 8 classes or events. The classes/events include:

- Two educational classes/events -- The Test* and the Portfolio.
- Three judged or performance classes/events -- Fitting and Showmanship*, Western Rail Work, and the third class which varies according to a 2-year rotational cycle.
- Three timed or speed classes/events -- Barrels, Pole Bending, and the third class which varies according to a 2-year rotational cycle.

The Utah State 4-H Western Two-handed Horse Shows consist of 6 classes/events:

- The Two-handed Show includes the Test*, Portfolio, Fitting and Showmanship*, Western Rail Work, Horsemanship, and Trail.

The Utah State 4-H Western In-hand Horse Shows consist of 5 classes/events:

- The In-hand Show includes the Test*, Portfolio, Fitting and Showmanship*, Longe Line, and Trail.

**The Test and Fitting and Showmanship are mandatory participation for
all Utah 4-H Western Horse Shows.*

Show management will determine arena assignments and class orders at their discretion with the following exceptions:

- Since the Test and Showmanship are mandatory for participation in any other class/event of the show, they must be held first in the show.
- When Bareback Rail Work is part of the show, it must follow the Western Rail Work class.

All other class schedules and arena assignments are at the discretion of show management.

Section 02.1

Education / Knowledge

TEST

The test is required for participation in state horse shows. Test scores will break all ties. Once the first person has finished the test, no more tests will be handed out.

All written tests on a Regional and State level will have tie-breaker questions. If the answers to those tie-breaker questions still denote a tie, random questions from throughout the test will be selected to substantiate placings as determined by the test administrator/coordinator. Once decisions are made and posted, it will be announced for review at the show at least 3 hours before awards are given.

Test questions will be from the Utah 4-H Horse Program study materials (found on the Utah 4-H website), the Utah 4-H Horse Biosecurity Policy, and the rulebook.

The test score will be recorded up to 15 points, same value as a blue ribbon. The number of questions and point-value per question will be left to the discretion of the test committee. The actual score will be used, not a percentage. Additional points will be awarded for the top five ranking test scores in each age division according to the scoring procedures in section 01.

Youth must dress appropriately when testing, with 4-H patch in place. A missing patch will result in a 5-point deduction. During the test review period, youth must pick up their own test, look it over, and must be the one to protest an answer. An adult, parent, or leader can be there, however, the youth must be the one to protest and provide evidence of the correct answer in the book.

Test Resources:



- Horse Program Study Material Volume I – Juniors, Intermediates, and Seniors
<https://extension.usu.edu/utah4h/files/western-study-material.pdf>
- Horse Program Study Material Volume II – Intermediates and Seniors
<https://drive.google.com/file/d/1q7EE8kJEnaBwYYlw6CSXJypsUU774YP9/view?usp=sharing>

PORTFOLIO

The Utah 4-H Portfolio is a resume and cover letter. The cover letter is specific to the Utah 4-H Horse Project area.

Portfolios will be awarded blue, red, or white ribbons and participants will be awarded points accordingly. Additional points will be awarded for the top five-ranking portfolios in each age division according to the scoring procedures in section 01.

The Utah 4-H Portfolio is worth a total of 200 points. Portfolio scores will be awarded white, red, and blue ribbons with the following score breakdowns:

1 – 119 = White; 120 – 149 = Red; 150 – 200 = Blue.

Portfolio Resources:



- Portfolio Training <https://youtu.be/e5WiwQzkWxE>
- Portfolio Webpage <https://extension.usu.edu/utah4h/more/4-h-portfolios>

Section 02.2

Performance / Judged

Guideline: Repeated full out practice will soon cause a horse to sour, anticipate maneuvers and stop performing at its best. Any performance event with a specific pattern should be practiced slowly. Also, when possible, perform maneuvers separately without putting them together in repetitious patterns.

WESTERN PERFORMANCE

(All Western judged events)

1. Conformation of the horse is not part of the Utah 4-H program and should not affect the judging or be counted in any event. Rather, judging should be evaluated on a horse's performance, obedience, and consistency within and between gaits. Unsoundness shall not be penalized unless it impairs the required performance.
2. 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 the Judge Training at least every other year. New 4-H horse show judges from either pool are expected to apprentice a minimum of two shows before judging solo as the official show judge.
 - Judges can only judge at State Individual Shows every other year.
3. At all Region and State show judged events, judges will not grade "on the curve."
4. Each class will be placed on the DANISH SYSTEM (Blue, Red, White, Orange). Individual blue, red, and white flags will be used to indicate placings in judged events. All 4-H youth will receive their blue, red, white placing with a coordinating flag before leaving the arena.
 - Call back flags will be used at the state Western shows. All call backs will be invited back into the arena for placings.
 - Show host will provide flags.
5. In all judged events an orange ribbon is awarded for disqualifications. Disqualifications result when:
 - The show committee or judge determines an exhibitor caused a safety hazard.
 - This could also result in a dismissal from the event or entire show.
 - The show committee or judge determines poor sportsmanship, excessive schooling or training, or willful abuse is exhibited.
 - This could also result in a dismissal from the event or entire show.
 - An exhibitor falls from the horse during any event.
 - The exhibitor has a tack failure which results in the rider's inability to complete the event.
 - The judge determines an exhibitor broke a pattern or failed to attempt a class routine/ maneuver.
6. In any class the judge may direct any exhibitor to repeat the performance of any or all parts of a pattern, or to perform additional maneuvers.
7. Hoof black is optional and is not more desirable than clean unpainted hooves. A good clean well-groomed hoof is the main objective. Hoof black or other hoof dressings should not be penalized or rewarded.
8. In all judged events, touching the horse or any tack other than the reins or lead lines, except when mounting and dismounting, will result in a ribbon drop.
9. In all judged events simple lead changes will receive full credit if done correctly and flying lead changes will receive extra credit.
 - Simple lead changes must be done in 3 or fewer trotting steps. Trotting more than three strides when making a simple lead change will be penalized.
10. The show committee, in conjunction with the judge, shall develop and post patterns prior to the show.
 - All judged event patterns will be posted at least one hour before a show begins.
 - Avoid run-in patterns.
 - Always consider the age and ability of the exhibitors when designing patterns to make them safe and rideable and safe yet challenging.
11. The size of rider and horse must be taken into consideration when evaluating mounts and dismounts.

- When exhibitors are asked to dismount, only seniors may be asked to remount.
 - Jump mounts are not acceptable and are never allowed for any age division.
- 12.** A broken pattern in any judged event will be a disqualification and will be awarded an orange ribbon.
- A broken pattern is defined as not performing an obstacle or maneuver in the correct order, missing or eliminating an obstacle or maneuver, failing to attempt to perform an obstacle or maneuver, being on the wrong side of a cone or marker with no attempt to correct it.
 - A failed attempt at a maneuver or obstacle in a judged event is not a broken pattern and it will not result in a disqualification; however, score reduction will be reflected for failed attempts.
 - Only 2 attempt per obstacle are permitted in judged events. If refused on the 2nd attempt, exhibitor should advance with it reflected in the maneuver score as a failed attempt.
- 13.** In all judged events, exhibitors will be scored based on 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score ranging from negative 1 ½ to positive 1 ½ (extremely poor to excellent) that is added or subtracted from 70. Penalties are subtracted from final score.
- 14.** All gaits should be ridden seated. Standing or posting in any gait will be a penalty unless otherwise noted in the class rules. The extended jog in Ranch Riding is the only exception to this rule.
- 15.** The exhibitor should not crowd the exhibitor next to or in front of them at any time. When working on the rail exhibitors should pass and reverse to the inside of the arena.

APPROPRIATE TACK AND EQUIPMENT

Non-standard show equipment, such as gag bits, mechanical hackamores, bitless bridles bosal hackamores, tie downs, snaffle bits, running martingales, horse boots, etc., will be penalized one placing (i.e., blue to red or red to white) but not disqualification.

An Easy Boot used on an unshod horse is acceptable as a shoe.

HALTER – Any well fitting halter that is neat and clean is acceptable. Lead shank should also be neat and clean and may be round or flat type, with or without chains.

Frayed or worn out equipment will be faulted for safety reasons.

Leather halters and shanks with silver mounting are not more desirable than functional rope or nylon halters and shanks.

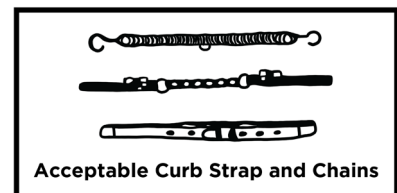
Show halters with chains are permitted, but show bridles with bits are not permitted in Showmanship at halter.

Chains may be used under chin or over nose only, but not through the mouth. Abusive use of chains will be cause for disqualification.

CURB STRAP or CHAIN — Positively no wire curb strap, regardless of how padded or taped, or chin strap narrower than one-half inch in width may be used. Acceptable ones must be flat against jaw of horse.

REINS — Either hand can be used for holding reins. Left hand is preferred. Hands shall not be changed after competition has begun.

Use of roping rein, other than in timed events, will be penalized one placing (i.e., blue to red or red to white) but not disqualification.



SPLIT REINS — Reins shall be held together in one hand only. One finger may be between reins. (1st digit, pointer finger only allowed between the reins).

When holding split reins in the left hand, end of reins will fall on near side (left side). When reins are held in right hand, ends will fall on off side (right side).

The hand not being used (the off hand) for reining should be held in a comfortable position of choice, but not holding the tail of the split reins.

ROMAL — Hand is to be around reins — no finger between reins. The hand not being used (the off hand) for reining should hold romal to keep it from swinging but not to adjust position of reins. When left hand is used for reining, romal should be on off side (right side). When right hand is used for reining, romal should be on near side (left side).

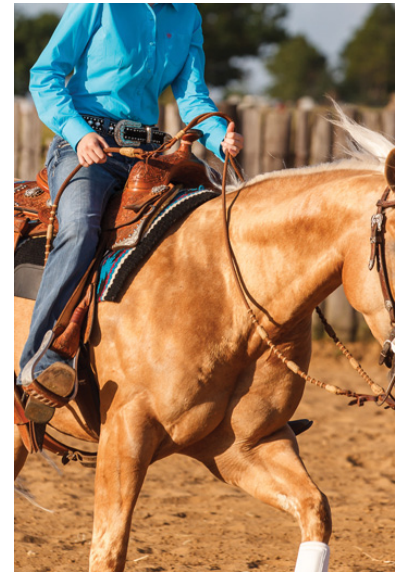
SADDLES — Horses shall be shown with a Western saddle. Silver equipment is not more desirable than a good working outfit. Saddle should fit the rider. It may have a slick or swelled fork and have a high or low cantle.

BRIDLES — Any Western type bridle may be used, but an exhibitor using silver trimmed bridles will not receive a higher score than an exhibitor using plain equipment. Any nose band, regardless of being attached to a tie down or not, is unacceptable. Bridle should consist of headstall, bit, curb strap, and reins.

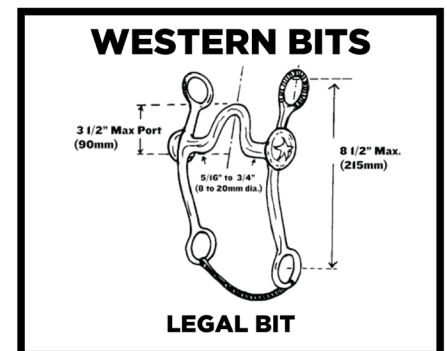
BITS — A curb type bit (see illustration) and approved curb strap/chain (see illustration on page 12) must be used on all horses in performance competition. This includes grazing, spade or other curb bits. A broken mouth piece with long shanks is permissible. Any long or short shank bit with a non sliding mouth piece (gag action bits are not legal) should be considered a legal curb bit. All bits must have a two inch minimum shank.

References to a bit in Western performance classes refer to the use of a curb bit that has a solid or broken mouthpiece, has shanks, and acts with leverage. All curb bits must be free of mechanical devices and should be considered a standard western bit. A description of a legal, standard Western bit includes:

1. 8 ½" (215 mm) maximum length shank to be measured as indicated in the diagram above. Shanks may be fixed or loose.
2. Concerning mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to ¾" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be one, two, or three pieces. A three-piece, connecting ring of 1 ¼" (32mm) or less in diameter, or a connecting flat bar of to 3/8" to ¾" (10 mm to 20 mm) {measured top to bottom with a maximum length of 2" (50 mm)}, which lies flat in the horse's mouth is acceptable.
3. The port must be no higher than 3 ½" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half breeds and spades are standard.
4. Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.



Romal Reins



FITTING AND SHOWMANSHIP

CLASS DESCRIPTION

Showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well groomed and conditioned horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position. Spurs should not be worn in a Showmanship at Halter class. Doing so will result in a ribbon drop.

FITTING

1. Proper fitting for all performance classes is very important, it not only improves the appearance of the horse, it also shows the 4-Her's pride in his/her animal.
2. A horse may be fitted as a stock horse although he is a non-stock horse type (Tennessee Walker, American Saddler, etc.). Horses may also be fitted as their breed dictates.
3. Proper fitting includes: trimming hair on legs, fetlocks and around top of hoof, clipping long hair along front of ear or completely shaving inside of ear. Muzzles, hair under jaw, and other unsightly hairs not shed should be clipped.
4. Whether to roach a mane or not, as well as length of bridle path, are owner's preference. Mane should be an even length. Mane and tail should be neat and free of tangles.
5. Horses should be bathed for this class. Hair coats should be clean and shiny.
6. Any coat dressings, hoof black, etc., are the option of exhibitor, but will not substitute for good grooming techniques.
7. Fly repellent may be helpful to keep horse standing still in line-up.

SHOWING

Utah 4-H members will show their horses in Showmanship at Halter as stock horses or as the breed style dictates as long as they do not disturb others in the class. Whips are not allowed in a 4-H Showmanship class.

Lead the horse from the left side, holding lead shank in the right hand 6" to 8" from the halter. The remaining portion of lead is held neatly and safely in left hand. Excess shank may be folded or coiled in a large loop in left hand. If lead shank has a long chain at the end, go through halter ring with chain and snap it back into a chain link closest to leather portion. This will double it so leather part of lead shank is closer to halter. Chains may be over nose or under chin. Do not lead with hand on chain.

Never take hands off the lead shank. DO NOT change hands on lead shank when moving from one side to the other. Don't cross arm in front of body.

Horse should lead readily at a walk or jog.

The correct showing position is in line with the poll, there is slack in the lead, and exhibitor is moving in step with the horse.

Enter the arena in a counter clockwise direction unless instructed otherwise. When turning the horse, always turn to the right around the horse.

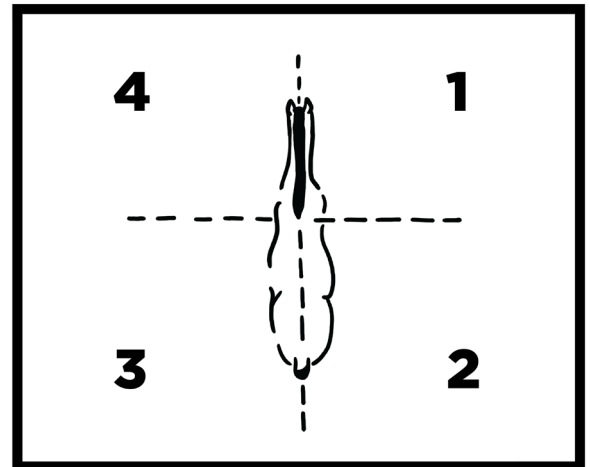
Pose the horse with his feet squarely under him. Do most of the showing with the lead shank. Never kick the horse's legs into position. Quickly recognize and correct faults of your horse.

Keep the horse in line with the judge at all times and correctly change positions to ensure that the judge has an unobstructed view of the horse. Keep alert and be aware of the position of the judge at all times.

Exhibitor must use the quarter method when presenting the horse. The exhibitor should maintain a position that is safe for themselves and the judge.

QUARTER METHOD OF SHOWING

Imaginary lines bisect the horse into 4 quadrants (see illustration). Exhibitors move when the judge passes across the nose, the withers, and the tail. When the judge is in quadrant 1 the exhibitor should be in quadrant 4. As the judge moves to 2, exhibitor should move to 1. When the judge moves to 3, the exhibitor should move to 4. As the judge moves up to the horse to 4, the exhibitor returns once more to 1. When judge has completed the inspection, and returned to the front of horse, exhibitor should move or stay to the near side.



Do not crowd the exhibitor next to you when in a side by side position, or a head to tail line up.

In a head to tail lineup, all the contestants move as the judge proceeds down the line. If the judge is in front of the horse, the contestant is on the opposite side; if the judge is behind the horse, the judge and contestant are on the same side of the horse. In the side-by-side lineup, 4-H exhibitors should not be penalized if they work more than one horse down the line; however, they must work when the judge is inspecting the horse immediately next to them on either side. Preference in the placing of all blue ribbon horses should be to work no more than the horse on either side of the horse being immediately inspected.

Don't be distracted by persons or things outside the ring. Show the horse at all times—even if the judge is moving around the horse to your right or left. Respond quickly to requests from judge and officials. Keep showing until the entire class has been placed and excused from the ring.

Be natural. Over-showing, undue fussing, and maneuvering are objectionable. Be courteous and sportsmanlike at all times.

Sample patterns may be found on the website <https://extension.usu.edu/utah4h/programs/horse/>.

Showmanship patterns can contain the following elements: leading at throatlatch, setting up square, trotting from near side (straight or in a circle), backing up, pivoting to the right off the haunches 90 to 360 degrees, lining up side-by-side, or head-to-tail, utilizing cones for gate, and transitions.

SCORECARD FOR FITTING AND SHOWMANSHIP

General Appearance

Condition and thriftiness. Hair smooth and shiny. Mane and tail glossy. Alert and responsive.

Grooming

Coat free from dirt, dust, dandruff and excess oil. Mane and tail combed out and clean. Ears, chin, jowl, nose, fetlocks, clean and trimmed. Hooves clean and neatly trimmed. If shod, shoes must fit. Mane and tail trimmed in keeping with breed or type of horse

Equipment

Halter and lead shank of serviceable material that fits the animal and is clean. Show bridles will not be permitted.

Attire of Attendant

Attire should be clean and suitable for the job at hand.

Handling or Showing

Pose horse in best possible position. Be sure all four feet are under horse. Be alert at all times, whether judge is looking at your horse or another. Depending on position of judge, stand to front of horse with hand near enough to halter to allow complete control at all times. Stay out of way of judge so he may see your horse at all times. Do not change hands on lead shank when moving from one side to the other. When asked to move your horse, do so from left side in a straight line, make tight right turn, return in straight line, and always follow any other directions judge may give.

Total: 100 points

WESTERN RAIL WORK

Proper Western Rail Work skills are the part of all other judged events. For example, the rules for Reining require riders to use proper Rail Work skills. Horsemanship (meaning the horse/human relationship), and Western Rail Work skills, not conformation, are the emphasis of Utah Western Horse 4-H.

CLASS DESCRIPTION

The Western rail work class is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge. This is to be accomplished with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position. The Utah 4-H Western Rail Work class is done on the rail.

CLASS ROUTINE

All riders are to enter arena in a counterclockwise direction at a walk and be judged at a walk, jog and lope. They shall be worked both ways of arena. Reverse is to be executed away from rail. Reverse from a stop, walk or jog only. Horse should be under control at all times. Judge may ask each exhibitor to work individually. Horses shall be required to back in a straight line. Seniors may be asked to dismount and mount.

JUDGING

Judging will focus on the rider's body position, seat in the saddle, and the ability to control the horse. Judging will evaluate the exhibitor's ability to execute a set of maneuvers with precision and smoothness while maintaining a balanced, functional, and fundamentally correct body position. Each horse/rider team is scored 0-100 points and automatically begins with a score of 70 points. A score of 70 denotes an average performance.

Conformation of horse is not to count in this event. Riders will be judged on seat, legs, hands, ability to control and show horse, suitability of horse to rider and performance of horse.

BASIC POSITION OF EXHIBITOR

Upper arms to be in a straight line with body (elbows not out or bouncing), knees slightly bent and weight directly over balls of feet. Stirrup should be short enough to allow heels to be lower than toes. Consideration, however, should be given to width of stirrups, which may vary on western saddles. If stirrups are wide, foot may have appearance of being "home" when in reality, weight is being properly carried on ball of foot. Toes should be no more than 15 degrees out from parallel to horse's body. Proper foot position in oxbow type stirrup should be "home." Body should always appear erect, comfortable, and flexible, with head up and shoulders even. Rider should sit to jog. Do not post. At the lope rider should sit deep in the saddle—not stand. Exaggerated shifting of rider's weight is not desirable, but rider should flex at the waist at all gaits.

HANDS

Both hands and arms should be held in a relaxed, easy manner, with the shoulders back and down, and the upper arm in a straight line with the body. The arm(s) holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth.

The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized. Some movement of the arm is permissible, but excessive pumping will be penalized.

- **For the Individual Show:** Only one hand is to be used for reining, and hands shall not be changed. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be carried so that a slight hand movement can give direction to the bit, and neck rein with hand reining straight across the horizontal plane.
 - **Romal Reins:** When using a romal, the rider's off hand shall be around the romal, with at least 16 inches of rein between the hands. Wrists are to be kept straight and relaxed, with thumb on top and fingers closed around the reins.
 - **Split Reins:** One finger between the reins, (first finger only), is permitted when using split reins. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins, or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. Touching of the horse or any tack, except the reins and when mounting, will result in a ribbon drop.
- **For Two-handed:** The exhibitor must ride with both hands on the reins. Split reins must be crossed. A mecate is acceptable with a bosal or snaffle bit. The rider's hands should be carried near the pommel and not further than 4 inches out on either side of the saddle horn, with very limited movement.

Those exhibitors who can maintain the proper position throughout all maneuvers should receive more credit.

MOUNTING

*Junior and Intermediate age divisions do not remount.

The size of rider and horse must be taken into consideration when evaluating mounts and dismounts.

Check curb strap, throat latch and cinch before mounting. Control horse by taking reins in left hand. Adjust reins so left rein is slightly tighter than right rein in case horse moves he will move in toward exhibitor. Left hand, with reins held properly, may hold onto neck or mane. Ends of reins should hang on near side (left side).

Facing rear of horse, twist near stirrup with right hand and place left foot in stirrup. Keep knee snug against horse. Grasp saddle horn with right hand. Pivot or hop around until facing directly to side of saddle. Keep body erect and spring up from right leg. Be sure to clear horse's rump with right leg and settle easily into saddle. Adjust rein or romal into position.

Jump mounts are not acceptable and will not be allowed.

DISMOUNTING

Pass romal under reining hand to near side (left side) or trade rein hand if riding with right hand. Rider may place left hand, holding reins, on horse's neck or mane. Place right hand on saddle horn.

Swing right leg over top of horse and keep left knee close to horse and body erect and step down to ground directly to left side of horse. Look toward head of horse with body facing slightly forward and not to rear. Release left foot from stirrup and take right hand off saddle horn.

Romal reins and mecate may be taken over horse's head after dismounting.

If using split reins, both reins may be taken down and held neatly. Wait for a signal from judge before proceeding with action.

SCORECARD FOR WESTERN RAIL WORK

Suitability

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

Appointment of Horse and Rider

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

Hands

Soft hands (not jerking or constantly pulling on the horse's mouth), one hand on reins, palm just forward of saddle horn. Do not change hands. Hand around reins, one finger between split reins permitted. Neck rein with light contact and hand reining straight across on horizontal plane. Touching of the horse or any tack, except the reins and when mounting, will result in a ribbon drop.

Seat and Legs

Establish and maintain a correct, secure seat, knee contact and heels down.

Performance

Walk, jog, lope (on correct lead), stop, reverse toward inside of arena, and back up. Rider should be able to perform other routines such as a simple pattern, complete a dismount and mount (Seniors only) or back horse two lengths. Horse should work quietly.

Total: 100 points

WESTERN HORSEMANSHIP

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 horsemanship ability of the riders. Markers should be utilized to indicate changes in gaits or pattern change points.

Always consider the age and ability of the exhibitors when designing a horsemanship pattern, to make it rideable and safe, yet challenging.

POTENTIAL TASKS

- Walk, jog, or lope 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 with either
 - (a) a walking motion on the front end;
 - (b) a spin; or
 - (c) a rollback.
 Only one to be designated.
- Side pass either or both directions
- Simple change of lead through the jog, 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
- Counter lope
- Dismount and mount
- Ride without stirrups
- Turn on the forehand

EXAMPLE OF PATTERN

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

JUDGING

Rider will be judged on seat, hands, legs, ability to control and show horse, as well as suitability of horse to rider. Transitions need to be with the rider's leg at the cone, if not it will result in ribbon drop. At the discretion of the judge, top riders will be determined and called back to work the rail at a walk, jog and/or lope. Five horses in the arena at a time. Rotate one in and one finish, the last five stay until all five are done.

BASIC POSITION

Refer to *Western Rail Work* for explanation.

SCORECARD FOR WESTERN HORSEMANSHIP

Suitability

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

Appointment of Horse and Rider

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

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.

Hands

Hands 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

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 stirrup.

Pattern

Pattern 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

REINING

CLASS DESCRIPTION

In as much as rider and horse development is a main objective of the 4-H horse program, reining patterns will progress in degree of difficulty in relation to age of exhibitors. Remember, a well-trained reining horse performs only on cue from rider, not memorization of the pattern.

JUDGING

- Each exhibitor will perform required pattern individually.
- Each horse will be judged on neatness, ease, calmness, and speed with which it performs pattern.
- Horse shall rein and handle easily and effortlessly with appropriate speed.
- Rider may be faulted for not following judge's instructions.
- Judges should pay particular attention to rider's hands, as a light hand is paramount to becoming a good showman of reining horses.
- Figure eights should be two circles joined together with lead changes directly in the middle.
- Rider should have complete control and there should be definite speed differences between slow and fast circles. At faster speeds, riders may ride in front of the vertical without penalty, but cannot touch horse or any tack except reins without a ribbon drop.
- Riders should ride in 4-H Reining with proper Western Rail Work skills.
- Stops should be smooth and straight, where horse "tucks under" or even slides from the rear. A roll-back should be a smooth turn over the haunches, straight at 180 degrees in the other direction at least 20 off of the fence if arena size permits. Too much reining, pulling, horse gaping at the mouth, etc., will be penalized.

REINS, TACK, DRESS

Shall be the same as for any judged event with the exception of leg protection, i.e., splint boots and sliding boots are permitted.

SCORECARD FOR REINING PATTERN

REINING PERFORMANCE

The following shall be faulted:

- Failure to go beyond markers on stops or rollbacks
- Break of gait
- Blatant disobedience, including kicking, biting, bucking and rearing
- Starting or performing circles out of lead
- Delayed change of lead
- Changing hands on reins
- Two hands on reins
- Holding on to or touching any part of horse or equipment other than reins
- Losing stirrup
- Unnecessary talking, petting, excessive spurring, jerking on reins or other aids, obvious or extreme, to urge horse to perform.

MANNERS

The following shall be faulted:

- Excessive jawing, opening mouth, or head-raising on stop
- Lack of smooth, straight stop on haunches—bouncing or sideways stop
- Refusing to change leads
- Anticipating signals; backing sideways
- Knocking over markers; unnecessary aid given by the rider, such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.
- Switching tail
- Throwing head
- Halting or hesitating while being exhibited
- Hard mouth

APPOINTMENTS

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

RANCH RIDING

The purpose of the class is to measure the ability of a horse and rider to be a team and to perform ranch tasks in a pleasurable manner. The horse should reflect the versatility, willing attitude, and movement of a working ranch horse riding outside the confines of an arena, and the rider should reflect an easy ride by staying centered in the saddle and giving the horse minimal cues with hands and legs. The ideal performance will have a horse and rider who demonstrate teamwork while completing maneuvers, travel with forward movement, and demonstrate obvious lengthening of stride at extended gaits.

CLASS DESCRIPTION

Ranch Riding is a pattern class where horse and rider complete a series of maneuvers. All patterns will consist of a minimum of three required maneuvers (walk, trot, lope, extended trot, and extended lope) and a combination of optional maneuvers based on degree of difficulty (side pass, 360° turns, simple lead changes, walk or jog over logs, stops, and backing up). Development of horse and rider is the main objective of the 4-H Horse Program, and Ranch Riding patterns are designed to progress in degree of difficulty to encourage growth and mastery. There is no time limit, although maneuvers should be performed without excessive delay. Some key components are that riders may post at the extended trot but touching the saddle or horse is a penalty. Riders will have the option to post, stand, or sit the extended jog. Riders who maintain a proper posting motion or stand, will be scored higher than a rider who sits the extended jog.

JUDGING & SCORING

Exhibitors will be scored based on 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score ranging from negative 1 ½ to positive 1 ½ (extremely poor to excellent) that is added or subtracted from 70. Penalties, as listed below, are subtracted from final score.

1-point penalties include:

- Too slow (per gait)
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Break of gait for two strides or fewer

3-point penalties include:

- Break of gait at walk or trot for three strides or more
- Break of gait at lope
- Wrong lead or out of lead
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Draped reins (per maneuver)
- Excessive disturbance of obstacle (minor disturbances are not considered a penalty and are only reflected in maneuver score)

5-point penalties

- Blatant disobedience (kicking, biting, bucking, rearing, etc.) per occurrence

Automatic White Ribbon

- Incomplete maneuvers

BAREBACK RAIL WORK

CLASS DESCRIPTION

The purpose of this class is for the rider to be in communication with his horse through the use of direct body contact — legs, seat, hands and voice. Rider is to maintain correct hands and seat at all times. Toes should be up and pointing forward. Attire and bridle should be the same as any Western performance event. No saddle is permitted.

CLASS ROUTINE

Horse will be shown at a walk, jog and lope on a reasonable loose rein or light contact without undue restraint. Horse must work both ways of the ring on all three gaits. They are required to back easily and stand quietly. Exhibitor should not be asked to mount and/or dismount.

JUDGING

The judge will be looking for a rider who maintains a balanced, secure seat, with light hands able to keep consistent gaits and head position. Legs must be quiet and secure with constant contact at horse's girth; however, do not wrap legs around horse.

PRESENTATION AND POSITION OF EXHIBITOR

The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the rail work, the exhibitor should have strong, secure, and proper position. Exhibitor should sit and maintain an upright position with the upper body at all gaits.

The rider should sit in the center of the horse's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The rider's back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level, and square.

The rider's base of support should maintain secure contact from the seat to the inner thigh. Light contact should be maintained with the rider's seat and horse from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the horse. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position.

Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins, or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical.

The rein hand should be carried immediately above or slightly in front of the withers. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

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

Those exhibitors who can maintain the proper position throughout all maneuvers should receive more credit.

PRESENTATION OF HORSE

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

PERFORMANCE

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

The horse should perform all maneuvers willingly, briskly, and readily with minimal visible or audible cueing. Severe disobedience will not result in a disqualification, but should be severely penalized, and the exhibitor should not place above an exhibitor who completes maneuvers correctly. Excessive schooling, training, or willful abuse by the exhibitor is cause for disqualification.

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

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

SCORECARD FOR BAREBACK RAIL WORK

Suitability

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

Appointment of Horse and Rider

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

Seat

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

Hands

Hands should be quiet and light with reins held in one hand. Faults will include: failure to maintain consistent head position and rhythmic gaits; horse's mouth gaping; constant bumping with reins.

Legs

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

Control

Faults will include breaking gait, missing leads, not standing quietly, backing crooked, major delays in transitions, excessive circling, failure to use corners and rail, poor consistency in overall performance.

Total: 100 points

WESTERN TRAIL

**Note that poles and logs are interchangeable terms*

CLASS DESCRIPTION

The Trail class is neither a stunt nor a race. It is a performance competition designed to exhibit the characteristics of a good, sensible, well-mannered, free and easy moving ranch horse; which can perform usual ranch chores, travel over trails, or give a quiet, comfortable and pleasant ride in open country, through and over obstacles.

The judge may require an exhibitor to repeat or reverse any part of the routine.

Gait between obstacles shall be at the discretion of the judge. Judges are encouraged to include a walk, jog and lope between obstacles. This will replace a need for rail work.

Always consider the age and ability of the exhibitors when designing a trail class to make it safe, yet challenging.

Only two attempts per obstacle are permitted. If refused on the second attempt, exhibitor should advance to the next obstacle. Stepping back from, or circling at an obstacle is considered a refusal.

CLASS PROCEDURE

Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the horse or handler. Obstacles should be placed in such a manner that they flow from one to another quickly and efficiently.

Course will include a minimum of 6 and maximum of 10 obstacles. Obstacles may be repeated in a pattern, but should be counted towards the total obstacles accordingly. For example, going over the bridge twice would count as two obstacles in the pattern. Portions of obstacles may also be used to complete a different obstacle. For example, using the long side of the "L" to side pass. Patterns should clearly specify when this is the case.

Poles used should be no larger than 6 inches in diameter and be at least 8 feet long.

Exhibitors will be judged on how smoothly and efficiently horse and rider meet and complete each obstacle. Horses are to be shown over and through 6-10 obstacles to be selected from the following list:

POTENTIAL OBSTACLES

- 1. Bridge** - Walk over wooden bridge. Bridge must be (a) at least 36 inches wide; (b) not a rocking bridge; (c) 6 to 10 feet long; and (d) no more than 8 inches at the highest point.
- 2. Gate** - Open, pass through, and close gate on horseback. One hand must remain in contact with gate at all times, preferably go through by pushing gate away. (Individual and In-hand only. This obstacle cannot be performed in Two-handed because both hands are used for the reins in Two-handed.)
- 3. Jump** - Jump an obstacle 14 to 18 inches high. Obstacles must be at least 6 feet long. Participants should be instructed as to speed or gait to be used when riding horse over obstacle. (Individual Show only - Not permitted in Two-handed or In-hand Show.)
- 4. Mailbox** - Remove and replace materials from inside a free standing mailbox.

5. **Slicker** - Pick up slicker, raincoat, or other clothing article and place across pommel. Rider should not let go of reins while attempting this obstacle. (For Two-handed, the horse remains in place.)
6. **Carry Obstacle** - Carry object from one part of arena to another. Horse must travel at least 20 feet with object in hand of rider. Object should not produce excessive clatter, such as cans. (Individual and In-hand Only. This obstacle cannot be performed in the Two-handed show classes because both hands are used for the reins in that show.)
7. **Drag Obstacle** - Drag a log 10 feet. Pull log with a tight rope by going forward, not backing. Juniors will not be required to do this obstacle. (Individual and In-hand only. This obstacle cannot be performed in the Two-handed show classes because both hands are used for the reins in that show. For Individual class, wrap rope around saddle horn one time only.)
8. **Ground Tie Barrier** - Ride or lead horse into a 3-sided barrier of logs or lime at least 8 feet wide. Dismount, ground tie, walk a circle completely around the outside of the barrier without looking at horse, then retrieve horse. The horse should remain stationary, with no interference from the exhibitor in the form of verbal or visual cues.
 - For In-hand projects, the lead is dropped to the ground inside the barrier during the ground tie. After walking the circle around the barrier and retrieving horse, back the horse out of the barrier.
 - For the Individual and Two-handed projects, after dismounting, and before proceeding to walk around barrier, reins may be dropped straight down or left safely draped on the saddle. Reins that are dropped straight down must remain inside of the barrier of logs or lime. If romal reins are used, one side of the rein MAY be detached from bit. This obstacle would be acceptable at the end of a Junior and Intermediate trail pattern since they don't remount.
 - Seniors may be asked to remount from either side and back out of barrier.
 - Mounting on the right side: Rider dismounts on the left, and mounts on the right.
 - Proper mounting and dismounting procedures are found under Western Rail Work.

(The Ground Tie Barrier obstacle differs from the Ground Tie Box).

9. **Ground Tie Box** - Poles are set into a square. Horse is led or ridden into the center, the exhibitor will dismount, ground tie the horse, leave the square, and walk around the perimeter, either direction, and then enter the square in the same location as exited. To be executed correctly, the horse should remain stationary, with no interference from the exhibitor in the form of verbal or visual cues.
 - For In-hand projects, the lead is dropped to the ground inside the barrier during the ground tie. After walking the circle around the box, the lead is picked up and the horse is cued to walk forward out of the box.
 - For the Individual and Two-handed projects, after dismounting and before proceeding to walk around box, reins may be dropped straight down or left safely draped on the saddle. Reins that are dropped straight down must remain inside of the box. If romal reins are used, one side of the rein MAY be detached from bit. This obstacle would be acceptable at the end of a Junior and Intermediate trail pattern since they don't remount.
 - Seniors may be asked to remount from either side and then walk forward to exit box.
 - Mounting on the right side: Rider dismounts on the left, and mounts on the right.
 - Proper mounting and dismounting procedures are found under Western Rail Work.

(The Ground Tie Box obstacle differs from the Ground Tie Barrier obstacle.)

10. 360° Turn Box - Lay four logs, each 6 to 8 feet long, in a square. Enter the square by stepping over log at designated side. When horse's four feet are inside, do a 360° turn (right or left), pause and depart by stepping over log immediately opposite side of entry.

11. Pivot Circle - Obstacle requires either a 90° to 360° pivot on the haunches or on the forehand. Pattern should specify which type and direction of pivot to be performed. A correct pivot on the haunches is when the horse's inside hind foot is stationary and the front legs cross over each other. A correct pivot on the forehand is when the horse's inside foreleg is stationary and the back legs cross over each other. The pivot on the haunches or pivot on the forehand may be completed in an open area or in a circle marked using lime, flour, or some other easily visible material.

For a pivot on the haunches when a circle is marked, the horse should walk through the circle and halted with the hind feet in the center. Pivot on the haunches is completed with hind feet inside and front feet on the outside of circle

For a pivot on the forehand when a circle is marked, the horse should walk into the circle and halt with the front feet in the center. The pivot on the forehand is completed with the front feet inside and back feet on the outside of circle.

12. Side Pass - The side pass can be performed to the left, right, or around a corner. The side pass may be over a log or a line made of lime, flour, or other visible material approximately 8 feet long or it may be performed within the bounds of a designated area.

When using a log for the side pass, the log should be 4 to 6 inch diameter and it should be placed on the ground or it can be elevated to a maximum height of 12 inches. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the tallest point of the obstacle including the block or stand.

13. Back Through 135° Course - Ride through and then back through a 135° shaped log course. Horse's back feet must clear the end of the logs before starting back.

Logs in the 135° shape log course are to be placed not less than:		
Individual Show	Two-handed Show	In-hand Show
30 Inches apart	48 Inches apart	48 Inches apart

14. Back Through "L" Course - Back horse through "L" shaped log course. Logs must be at least 30 inches apart. Pattern begins at long part of "L".

- For In-hand: Pattern will specify whether obstacle is started by walking through before backing, or if the obstacle is completed by backing only. When walking through first, the hind feet must clear end of the poles before he can begin backing through the pattern.
- For Individual and Two-handed: Horse must not go forward through "L".

Logs in the Back Through "L" log course are to be placed not less than:		
Individual Show	Two-handed Show	In-hand Show
30 Inches apart	36 Inches apart	48 Inches apart

15. Go Overs - Walk, jog, or lope over at least three logs. Logs may be on the ground or can be raised a maximum of three inches on one side. Patterns can include serpentine over logs placed in a straight line, zigzags and curves over logs at various angles, and reusing logs. For example: using the back through "L" as trot overs is an acceptable maneuver. (Lope overs prohibited in In-hand.)

Walk Overs	Jog Overs	Lope Overs (Not Permitted for In-hand Show)
20 - 24 Inches	36 - 42 Inches	6 - 7 Feet
Measured by the path the horse is to take as the measuring point.		

SCORECARD FOR WESTERN TRAIL HORSE

Appointment of Horse and Rider

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

Performance

Horse should:

- Have a smooth performance at each obstacle.
- Be responsive to rider's cues.
- Be under control at all times.
- Stand quietly when mounted or dismounted.
- Not throw head, fight bite, or kick.

Total: 100 points

Section 02.3

Timed / Speed Events

Guideline: When practicing timed events, 4-H members should be cautioned against repeatedly running at full speed. Repeated, full out practice will soon cause a horse to sour, anticipate maneuvers, and stop performing at its best.

TIMED EVENTS

1. All timed events will be timed nose to nose. 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 stopwatches will be used during each event. It is recommended that all contests use electric timers with at least one back up stopwatch. Timers should be set as close to the arena fence as possible. State contests must use electric timers.
2. 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 an orange ribbon will be awarded.
3. When an exhibitor allows his/her horse to cross the finish line or break the beam of the electric timer before finishing the pattern, it will be considered a broken pattern with no time and an orange ribbon will be awarded.
4. In all timed events, knocking over obstacles or touching obstacle with hand in an attempt to prevent it from tipping over, will result in a five second penalty per obstacle.
5. Rider must have his/her horse under control as it enters the arena. Riders may either continue forward motion through the gate and onto the pattern where the gate will be closed promptly after the rider enters, or they may enter the gate and pause or circle to wait for the gate to be closed. All contestants will finish the pattern to a closed gate. Safety precautions: alleyway to be marked with cones up to 50 feet before gate. No running before the coned off area.
6. During timed events the gate will be closed after the contestant enters the arena and will not be opened until the rider has stopped after the completion of the pattern. Contestant missing a gate call will show at the end of the class. Missing a gate call without pre-approval of the show committee/management will penalized one ribbon placing from placing awarded.
7. If contestant fails to enter arena after two attempts, contestant will be excused and no run will be allowed.
8. Raking will be done every ten riders. If timers are moved to accommodate raking, re-measuring will be required.
9. A broken pattern is a disqualification and always earns an orange ribbon. A broken pattern is not doing an obstacle or maneuver, not in the correct order, or not on the correct path. A pattern is considered broken even if the horse and rider turnaround or backup to retrace steps to the point of error and correct the pattern without prematurely crossing the finish line. Using a lateral movement to correct a pattern going astray before passing an obstacle is acceptable, but once an obstacle is passed it is considered a broken pattern because it will necessitate some form of reversed progression on the path, or an addition of maneuvers.
 - Speed events which contain a jump will be permitted 2 refusals per jump. Refusals are defined as stepping back with one or more feet which does not disturb an obstacle or pass an obstacle. After 2 refusals the unsuccessful third try will result in disqualification. Lateral movements are permitted and not considered a refusal. Circling is considered adding a maneuver and it is an automatic disqualification as the pattern has now been broken
10. If necessary, an adult can lead a horse into the arena but may not encourage the horse to run, nor position the horse and rider with respect to the pattern. Any such physical encouragement or positioning will result in a "no time" for the specific event.
11. Abusive use of bats, spurs, whips, reins, or over and under rope will result in disqualification and the awarding of an orange ribbon.
12. In speed events, DANISH SYSTEM ribbons will be awarded as follows, using an approximate natural break: 1/3 blue, 1/3 red, and 1/3 white ribbons.
13. Only Western equipment may be used. Use of rawhide or mechanical hackamores, slip, or gag bits, or other types of bridles is the choice of the contestant. Hackamore means the use of a flexible, braided rawhide, leather or rope bosal, the core of which must be flexible. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited. Mechanical hackamore nose pieces must be covered in leather and cannot have visible or bare metal in contact with the horse's head.

BARREL RACING

EVENT DESCRIPTION

Exhibitor can run a left or right barrel pattern. A right barrel pattern is as follows: run to barrel 1, pass to the left of it, and complete a slightly more than 360 degree turn around it; then go to barrel 2, pass to right of it, and do another approximately 360 degree turn around it; and then to barrel number 3, pass to right of it, and do another 360 degree turn around it and sprint to finish line.

MEASUREMENTS

Course will consist of three barrels (55 gallon drums) with a 60 foot starting line to barrel 1 and barrel 2. From barrel 1 to barrel 2 measures 90 feet. From barrel 2 to barrel 3, measures 108 feet, and from barrel 1 to barrel 3 measures 108 feet. Adjustment may be made to accommodate size of arena. When measuring the area for the barrel course, remember to leave ample room for horses to complete their turns and to stop at finish line. It is recommended that there be at least 45 feet from starting line to end of arena; at least 18 feet from barrels 1 and 2 to arena fence, and 35 feet from barrel 3 to arena fence at end of arena.

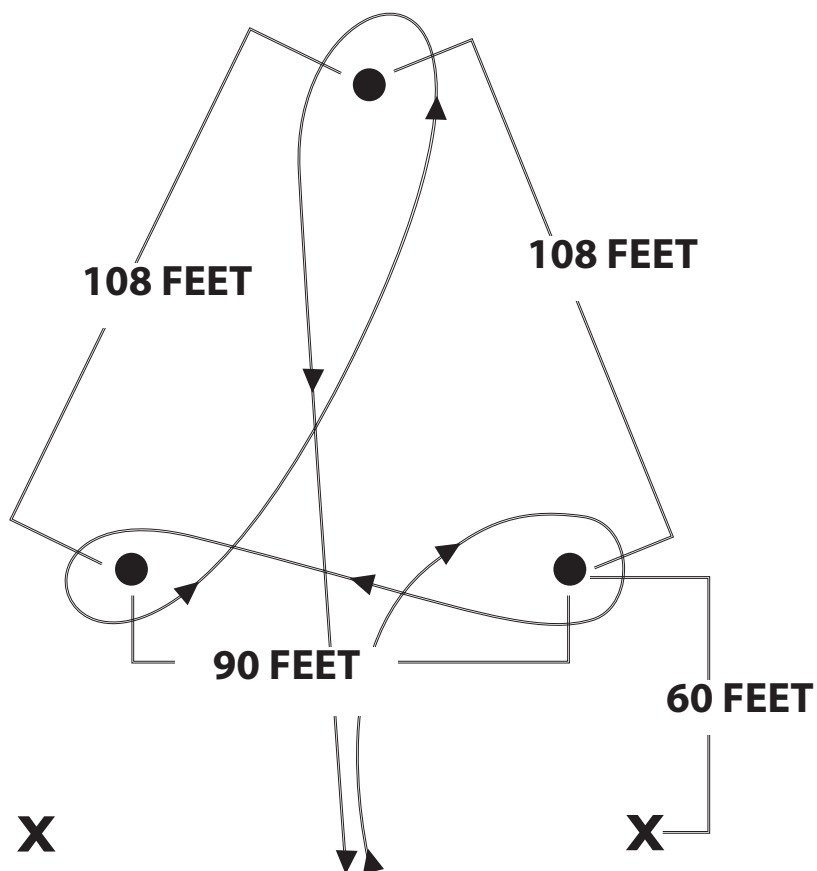
SCORING

Penalties

Knocking over a barrel or touching it with hand in an attempt to prevent it from tipping over will result in a 5 second penalty per obstacle.

Disqualification

See Timed Event rules.



SUGGESTION:

For speed events and safety of the youth, set run-down space at 60 feet instead of 45 feet (if arena allows).

POLE BENDING

EVENT DESCRIPTION

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

MEASUREMENTS

The pole bending pattern is run around six poles. Each pole is 21 feet apart. The first pole is 21 feet from the starting line.

Poles shall be set on top of the ground, 6 feet in height and with base approximately 14 inches in diameter.

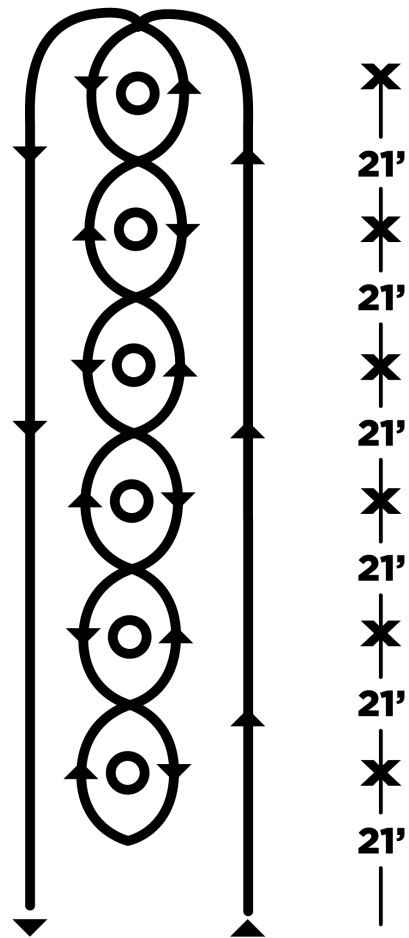
SCORING

Penalties

Knocking over a pole or touching a pole with hand in an attempt to prevent it from tipping over will result in a five second penalty per obstacle. Poles will not be set upright until run is completed.

Disqualification

See Timed Event rules.



GYMKHANA GIG

EQUIPMENT

The 4-H Horse Council recommendation is to follow NEW Scurry jump length of 10' long with the Blok for ends.

Six regulation poles, one 2-piece set of Bloks, one 10-foot long Scurry jump bar, and two 55-gallon barrels.

EVENT DESCRIPTION

The rider crosses the starting line, passes the first pole while keeping the pole on their right and starts weaving with second pole. The rider weaves through all the poles, turns to the left to jump the scurry bar. The rider then passes the first barrel keeping the barrel on their left, turns the second barrel to the right, and passes back up to turn the first barrel again to the left (forming a figure eight), and then passes between the barrels and the poles across the finish line.

MEASUREMENTS

Set up: six poles at the right of the course, 21 feet from the starting line and 21 feet apart; place a scurry jump in the center, which is 30 feet to the left of the last pole, and place the jump bar in the center of the jump standard Blok; and place two barrels on the left of the course with the first barrel 50 feet to the left of the fifth pole (about 20 feet from the end of the jump) and the second barrel 75 feet from first barrel, and still 50 feet from pole line.

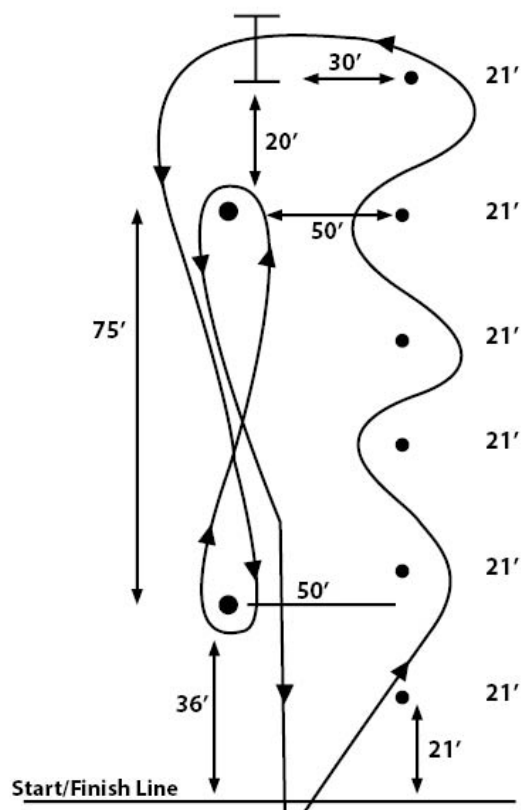
SCORING

Penalties

Knocking over any of the poles, barrels, or jump (see pattern), or touching them with the hand in an attempt to prevent them from tipping over will result in a 5 second penalty per obstacle. All four legs of the horse must go over the pole which reaches to the outside edge of each Blok or a 5 second penalty will be assessed (1-3 legs miss a jump it will result in a 5 second penalty, all of the horse must go over the jump or it is considered eliminating a maneuver and is an automatic disqualification as the pattern has now been broken.)

Disqualification

See Timed Event rules.



FLAG RACE

EQUIPMENT

Two 55 gallon drums; two 5 gallon buckets may be filled with sand, kitty litter, oats, or other medium that does not easily compact, 3"-5" from the top of the bucket; and 2 white cotton flags 12 x 12 inches in size, attached to a 1/2 to 3/4 inch diameter stick (State Individual Horse Show will use 1/2 inch), 24 inches in length. The stick may not be pointed on either end.

EVENT DESCRIPTION

It is the intent of the flag race to be run as drawn in the diagram, to aid in the fastest performance with the rider starting on one side of the barrels and finishing on the other side of the barrels. However, as long as the contestant goes around the end barrel they may run different variations of the pattern. The contestant may circle the end barrel as needed to pick up the flag without penalty. The contestant may also circle the barrel to put the flag into the bucket without penalty.

MEASUREMENTS

The first barrel is placed 20 feet from the starting line and the second barrel is placed 80 feet from the first.

SCORING

Penalties

Flag must stand up in bucket and not lean against side of bucket. Five-second penalty if stick is touching side of bucket.

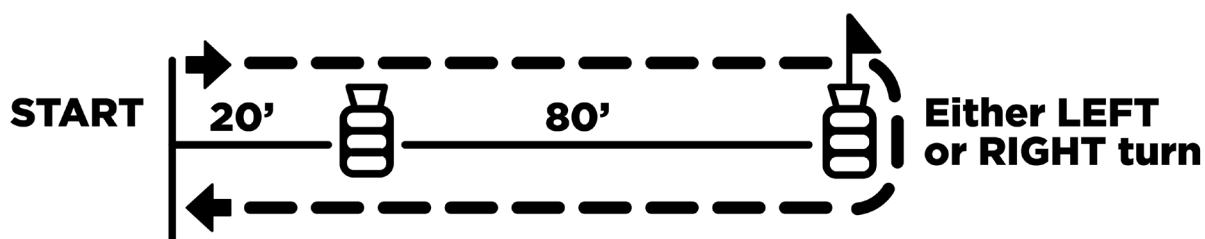
Disqualification

See Timed Event rules.

Crossing over the start/finish line before the flag has been deposited in the bucket will disqualify the contestant, resulting in a no time.

Dropping flag, hitting horse with flag stick, or knocking over barrel or bucket will be an automatic disqualification and shall receive an orange ribbon.

**Different variations of the pattern are allowed. See event description above.*



KEYHOLE RACE

EVENT DESCRIPTION

Horse must enter through open neck and go past the straight portion before turning around in the circular portion. Turn in neck will be disqualified. After turn, horse must pass again through straight portion, and out open end. Horses not entering through or leaving through straight portion will be disqualified.

MEASUREMENTS

The keyhole will have the following dimensions:

- Center of keyhole—100 feet from the starting line
- Diameter of circle—20 feet
- Width of lane—6 feet
- Length of lane—10 feet

SCORING

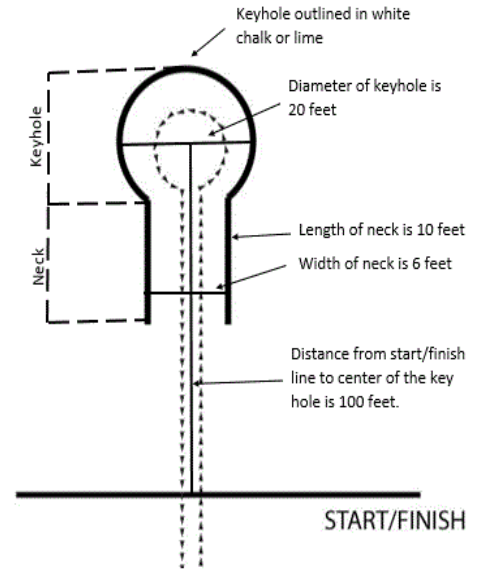
Penalties

Five second penalty per foot will be imposed when horse steps on or over any white line marking the keyhole. When a horse leaves the keyhole pattern (all 4 feet at the same time), it is a 20 second penalty.

Disqualification

See Timed Event rules.

Horses not entering or exiting through the neck, or turning around in neck, will be disqualified.



KEYHOLE FOR UTAH 4-H

All the possibilities of a keyhole run, and how the state will record the runs.

EACH HOOF THAT STEPS ON OR OVER THE LINE WILL RECEIVE A 5 SECOND PENALTY PER HOOF

A GOOD CLEAN RUN	5 sec. penalty per hoof
<p>20 sec. penalty NOT A DQ</p> <p>*Horse runs through the keyhole; but enters and exits through the neck*</p>	<p>5 sec. penalty per hoof</p> <p>*Horse enters, turns, and as leaving steps out of the neck but comes back in before the end of the neck*</p>
	<p>DQ / Orange Ribbon</p> <p>*Horse does not complete enter/exit through the neck*</p>

SCURRY

EQUIPMENT

Scurry equipment shall consist of 12 jump standards (the State Individual Horse Show will use the "Blok" training system bloks), 6 jump bars, and one 55-gal barrel used for the end marker. Jump bars may be 2-4" pine poles or 2-4" heavy duty (schedule 40 brown or white) PVC pipe with 2" x 2" wood inserted inside the PVC, 10 feet long with jumps being approximately 16" high to the top of the jump bar. (State Individual Horse Show will use place the jump bar in the center of the jump standard Blok.) Do not use light weight PVC pipe. Jump bar will be placed out of the end of the Blok.

EVENT DESCRIPTION

Participants may run either direction, but must come back on the opposite side of going down. Exhibitor may jump right or left hand jumps going down, but must then jump the opposite side coming back.

MEASUREMENTS

Course consists of six jumps 16 inches high and at least 10 feet long. Jumps are to be set up in pairs as shown in diagram. There should be 4 foot alley between the ends of the pairs. There is 24 feet from the start/finish line to the first jump, 24 feet between jumps and 24 feet from jump 3 and 4 to the turn marker (55 gallon barrel).

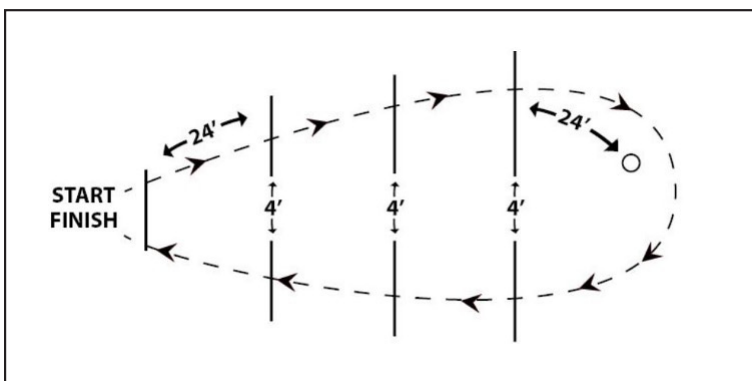
SCORING

Penalties

Knocking over the end marker or touching it with hand in an attempt to prevent it from tipping over will result in a 5 second penalty. A 5 second penalty will be assessed per each jump bar knocked out of the "Blok" groove it started in. All four legs of the horse must go over the pole which reaches to the outside edge of each Blok or a 5 second penalty will be assessed (1-3 legs miss a jump it will result in a 5 second penalty, all of the horse must go over the jump or it is considered eliminating a maneuver and is an automatic disqualification as the pattern has now been broken.)

Disqualification

See Timed Event rules.



QUADRANGLE STAKE RACE

EVENT DESCRIPTION

The time line of Quadrangle starts between the two middle stakes in the center of the arena, and continues straight to the edges of the arena, where two judges, (one on each side) will position themselves. The judges will make sure the time line is not broken by any part of the horse or rider. The exhibitor cannot loop, circle, back up etc. either way through this time line once the pattern has started without being disqualified.

MEASUREMENTS

The course is laid out as a 75-foot square with a stake at each corner. Stakes shall be set on top of the ground, 6 feet in height and with a base approximately 14 inches in diameter. Two additional stakes are placed 10 feet apart in the center of square to constitute a start/ finish line as indicated in diagram. This start/ finish line continues to the edge of the arena where the timing lights and timing judges will be. This line cannot be crossed outside of the two stakes. If the line is crossed outside of the two stakes it will be a disqualification. The horse and rider must go through the two stakes in a forward motion. To back through will be a disqualification.

SCORING

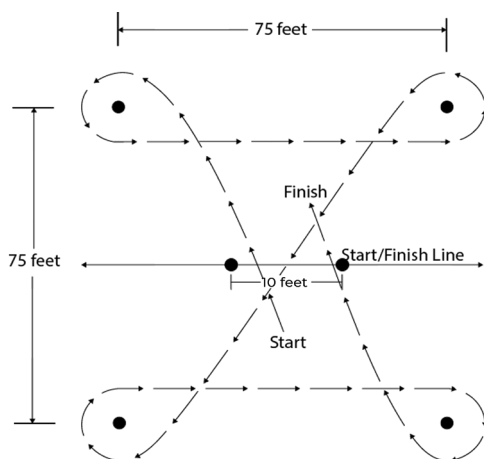
Penalties

Knocking over a stake or touching a stake with hand in an attempt to prevent it from tipping over will result in a 5 second penalty per obstacle.

Disqualification

See Timed Event rules. Pattern must be performed only as drawn.

Crossing the start/finish line outside the two center stakes or breaking the time line before the pattern has been completed results in a disqualification.





Section 03

Two-handed

Two-handed

There will be three contestant age divisions — Junior, Intermediate and Senior (rules for age divisions are the same as regular project horse rules.) Two-handed horses must be registered in their county as a Two-handed project horse according to the county's deadline. Any 4-H contestant meeting these criteria and having county approval may participate at the State Two-handed Show.

Classes/Events will include: Test (mandatory); Portfolio; Fitting and Showmanship (mandatory); Western Rail Work; Western Horsemanship and Trail.

Class/Event rules are found in section 02 with exception of the differences specified within this section such as equipment, rider's hands, etc.

The purpose of these classes is to give 4-Hers an opportunity to exhibit a young horse they have trained. It is intended that the 4-Her be responsible for the primary training effort, assisted by individuals with experience starting young horses. After training, in a snaffle bit or hackamore, the horse will be able to progress to a curb or shanked bit and perhaps become a primary project animal used in more 4-H contests.

After arrival at the show, the 4-H exhibitor will be the only individual who rides the horse until all events are complete. Violations of this rule will result in disqualification from the show in its entirety.

REQUIREMENTS

1. Horse must be 5 years old or younger, with a limit of three years shown in Two-handed. The age of a horse is computed by the calendar year starting on January 1 of the year foaled. A horse is a weanling during the calendar year in which it is foaled; it is a yearling during the first calendar year following its foaling date, regardless of the time of year foaled.
2. The horse must have been shown only in a snaffle bit or a bosal (see description under tack below) and never been shown in a curb bit at any 4-H sponsored event. If these criteria are met, a 4-H member may show the horse in Two-handed classes for more than one year, but no more than three years. If the horse must be used as the 4-H member's primary contest horse during the show season, and is shown only in a snaffle or bosal, it is still eligible for Two-handed.
3. The 4-H member must own or lease the Two-handed horse, and be the principal trainer, with assistance only as needed by individuals with experience starting young horses.
4. The exhibitor must ride with both hands on the reins. Split reins must be crossed. A mecate is acceptable with a bosal or snaffle bit. The rider's hands should be carried near the pommel and not further than 4 inches out on either side of the saddle horn, with very limited movement.

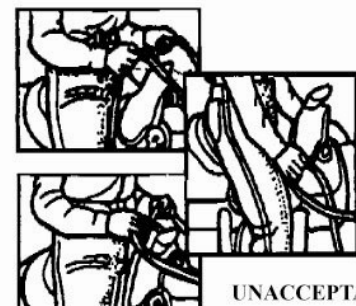
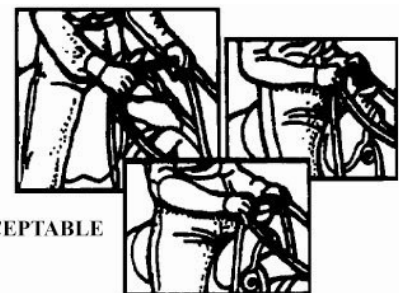
5. A broken pattern in any judged event will be a disqualification and will be awarded an orange ribbon.
 - A broken pattern is defined as not performing an obstacle or maneuver in the correct order, missing or eliminating an obstacle or maneuver, no attempts to perform an obstacle or maneuver, being on the wrong side of a cone or marker with no attempt to correct it.
 - A failed attempt at a maneuver or obstacle in a judged event is not a broken pattern and it will not result in a disqualification; however, score reduction will be reflected for failed attempts.
 - Only 2 attempts per obstacle are permitted in judged events. If refused on the 2nd attempt, exhibitor should advance with it reflected in the maneuver score as a failed attempt.
6. Always consider the age and ability of the exhibitors when designing two-handed patterns to make them rideable and safe yet challenging.
7. 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 3 or fewer trotting steps or result in penalty.

Attire — the same as any Western performance class.

Tack — A Western saddle and bridle using snaffle bit or a bosal, with split reins or mecate.

- A bosal is either flexible, braided rawhide or leather, or rope, the core of which may be either rawhide or flexible cable. It must be no larger than 3/4" at the cheek; must be a minimum of 2 finger spaces (about 1 1/2") between the bosal and nose; absolutely no rigid metal under the jaw or on the noseband in connection with the bosal.
- A snaffle bit used in Western performance classes is a smooth snaffle bit with broken mouth-piece (conventional O-ring, egg butt or D-ring) and the ring no larger than 4" or smaller than 2". One inch in from the cheek must be a minimum of 3/8" diameter with a gradual decrease to center of snaffle. The mouthpiece may be three pieces. A three-piece connecting ring of 1 1/4" (32 mm) in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) which lies flat in the horse's mouth is acceptable. Optional: loose chin strap. Reins to be attached above the chin strap.
- The inside circumference of the ring must be free of attachments which would provide leverage. No twisted wire snaffles.

Two-handed Reins



Section 04

In-hand Show



IN-HAND

When possible, there will be three contestant age divisions — Junior, Intermediate and Senior (rules for age divisions are the same as regular project horse rules.) If any age division has fewer than 10 contestants, they may be combined at the discretion of show management. Whenever possible, the highest ranking individual of each age group will be recognized, even if they competed in a combined class. Horses competing in the In-hand show must be registered in their county as a project horse according to the county's deadline. Any 4-H contestant meeting these criteria and having county approval may participate at the State In-hand Show.

Events will include: Test (mandatory); Portfolio; Fitting and Showmanship (mandatory); Longe Line, and In-hand Trail

The purpose of these classes is to give 4-Hers an opportunity to exhibit a young horse they have trained. The In-hand classes demonstrate the partnership between the youth and horse and provide opportunity to give young horses a solid foundation. It is intended that the 4-Her be responsible for the primary training effort assisted by individuals with experience starting horses.

REQUIREMENTS

1. Horses must be at least 1 year old and up to 3 years old, with a limit of two years of eligibility in the In-hand show. The age of a horse is computed by the calendar year starting on January 1 of the year foaled. A horse is considered a weanling during the calendar year in which it is foaled and a yearling (1-year-old) during the first calendar year following foaling date, regardless of actual birthdate.
2. Stallions are prohibited at any 4-H sponsored event.
3. To be eligible for In-hand classes, horses cannot have been ridden under saddle at any 4-H sponsored event.
4. The 4-H member should own or lease their In-hand project horse and be the principle handler, with the guidance of an experienced horse trainer or other expert.
5. During In-hand classes, touching the horse with your hand, a whip, or any other equipment will be a penalty unless otherwise noted in the class rules. Striking the horse with your hand, a whip, or any other equipment will result in disqualification and excusal from the arena.

SHOWMANSHIP AND LONGE LINE

(also referred to as long line, or lunge line)

The purpose of showing a young horse in showmanship and longe line classes is to demonstrate that the horse has the manners, attitude, and willingness to work, needed for future riding horses. Because these are young horses, they are not expected to demonstrate the behavior or quality of a finished show horse, but should be able to perform for a reasonable presentation to the judge. In the industry, the longe line demonstration is preceded by an evaluation of conformation. In 4-H classes, the conformation portion is replaced with Showmanship.

CLASS PROCEDURE

Participants will enter the arena one at a time and line up at the start cone, as indicated on their showmanship pattern. Participants will complete their Showmanship pattern by acknowledging the judge, and then walk to the side of the arena, exchange their lead for their longe line, and then immediately proceed to the longe line demonstration. It is beneficial to have a helper for the equipment exchange, however only the youth should handle the horse. The helper should simply hand off the equipment and then step back so as not to interfere.

SHOWMANSHIP

Showmanship rules will follow the rules and guidelines for the Western Individual show. With the exception that besides walking to the judge and setting up for inspection, no more than two maneuvers will be included in a single pattern. Maneuvers may include trotting in a straight line, backing up, and pivoting 90 to 360 degrees to the right off the haunches (with the right hind foot planted). Additionally, if a chain is used it should only go under the horse's chin for the In-hand classes.

LONGE LINE

A longeing area will be specified on the showmanship pattern. The judge will be outside of the longeing circle. The exhibitor will enter the longeing area and acknowledge the judge. The judge or ring steward will give the verbal cue to begin. The longeing demonstration lasts 90 seconds. A verbal signal at the half way mark (45 seconds) will be used. Horses are scored at the walk, jog, and lope going both directions. This is approximately four rotations at each gait for both directions. Failure to complete any gait will result in disqualification. Exhibitors may begin their longeing demonstration going either clock-wise or counter-clock-wise. There is no specific order of go for the different gaits, as long as all three gaits are demonstrated going both directions. The end of the 90 seconds will be announced verbally by either the judge or the ring steward. The exhibitor should stop their demonstration and proceed quietly to the side of the arena to gather their equipment if needed.

Horses are judged at each gait on their responsiveness to cues and team work from the exhibitor (34 points), manners/attitude/willingness to work (14 points), and use of the circle (6 points). Conformation and quality of movement are not taken into consideration. Because these are young horses, some leniency is given for horses that play on the longe line. Horses will be penalized for blatant disobedience, excessive bucking, running or charging. If the horse breaks free from the exhibitor, it is an automatic disqualification.

Full points will be awarded to horses that require light control and go softly and quietly throughout the demonstration, responding quickly to cues given from the exhibitor. Transitions between gaits are smooth without interruption of forward motion. Horses exhibiting a positive manner and attitude and a willingness to work move forward with comfort, alertness, and confidence. Exhibitors should utilize the space and maximize their longeing radius of approximately 25 feet.

Note: the longeing radius should be adjusted for the size of both the horse and exhibitor. An average sized horse and youth exhibitor would have approximately a 25' radius. It is the responsibility of the exhibitor to adjust accordingly. If you are unsure of what a safe and appropriate longeing radius is, reach out to the Utah 4-H Western Horse Council for direction.

Equipment

Horses are to be shown in a halter. Either a regular or a show type halter is acceptable. The type of equipment used is not to be taken into consideration when scoring the horse, as long as it fits correctly, and is serviceable.

For the longeing demonstration, the only attachment allowed to the halter is a longe line. The longe line may not exceed 30 feet, with a snap attached to the halter, and must hang free from the halter without touching any part of the horse. No chains should be used over the nose or under the chin during longeing. The longeing radius is approximately 25 feet. Special care should be taken to hold the excess line appropriately so as not to create a hazard. No other equipment is allowed on the horse. Mechanical or retractable longe lines are not allowed. A longe whip may be used, and should be placed on the side of the arena with the longe line and not carried during the showmanship portion of the class. Blatantly striking the horse with the whip for any reason will result in disqualification.

SCORING SPECIFICATION

Horses are judged at each gait on their responsiveness to cues and team work from the exhibitor (34 points), manners/attitude/willingness to work (14 points), and use of the circle (6 points).

Disqualifications: Blatantly striking the horse for any reason and if the horse gets loose from the exhibitor.

Responsiveness to Cues and Team Work (34 points)			
Gait	Points	Penalties (5 points each direction)	Total
Walk	1 – 3 points in each direction with 2 being average. The horse must be walked long enough for the judge to evaluate.	Failure to walk at least 2 horse lengths	6
Jog	1 – 7 points in each direction with 4 being average. The horse should jog a minimum of ½ circle both directions.	Failure to jog ¼ circle	14
Lope	1 – 7 points in each direction with 4 being average. The horse should lope a minimum of one full circle both directions.	Failure to lope one full circle Demonstrating the wrong lead for more than ¼ circle	14
	Higher scores are awarded to horses that require light control and go softly and quietly throughout the demonstration, respond quickly to cues, and have smooth transitions between without interruption of forward motion.		34

Manners, Attitude, and Willingness to Work (14 points)		
Points	Penalties	Total
1 – 14 points total. Higher scores reflect above average to exceptional manners, expression, alertness, and pleasant attitude.	Obvious signs of over work and sourness such as ear pinning, head-throwing, striking, tail wringing, or lethargic and dull behavior. Horses will be penalized for blatant disobedience, excessive bucking or running, or pulling out of the circle.	14

Use of the Circle (6 points)		
Points	Penalties	Total
1 – 3 points both directions. 3 points indicating excellent use of the circle with the horse consistently staying on the perimeter. 2 points is average and indicates the horse was slightly inconsistent when traveling the perimeter. 1 point is adequate at staying on the perimeter or is exhibited in a circle with less than 25' radius.	Cutting into the circle or pulling exhibitor out of the circle and dangerous slack in the line may be penalized up to 6 points total, resulting in a 0 score.	6

IN-HAND TRAIL

The In-hand trail class allows exhibitors to be creative and provides opportunities for horses to learn how to maneuver through and over various obstacles, helping them be more confident in similar situations when under saddle. The goal of this class is to give young horses exposure to trail obstacles, not to end the year with a finished trail horse.

CLASS PROCEDURE

Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the horse or handler. Obstacles should be placed in such a manner that they flow from one to the other quickly and efficiently.

Course will include a minimum of 6 and maximum of 10 obstacles. Obstacles may be repeated in a pattern, but should be counted towards the total obstacles accordingly. For example, going over the bridge twice would count as two obstacles in the pattern. Portions of obstacles may also be used to complete a different obstacle. For example, using the long side of the "L" to side pass. Patterns should clearly specify when this is the case.

Poles used should be no larger than 6 inches in diameter and be at least 8 feet long.

**Note that poles and logs are interchangeable terms*

POTENTIAL OBSTACLES INCLUDE:

- **Walk-overs:** An obstacle of at least three poles measuring 20 inches to 24 inches between poles, either on the ground or raised with a maximum height of 3 inches on one side. These can be in a straight line, curved or zigzag.
- **Trot-overs:** An obstacle of at least three poles measuring 36 inches to 42 inches between poles, either on the ground or raised with a maximum height of 3 inches on one side. These can be in a straight line, a curve, or a zigzag. Note: A curve or zigzag design is measured for distance between the poles, from center of the length of the pole to the center of the length of the next pole.
- **Wooden Bridge:** Walk over a wooden bridge. Bridge must be at least 36 inches wide and 6 to 10 feet long. It should be no higher than 8 inches at the highest point and stable (no rocking bridges).
- **Back-through:** Poles in an "L" shape, or a 135 degree shaped pole course to be backed through. Poles are to be placed not less than 48 inches apart and must be at least 8 feet long. Pattern will specify if obstacle is started by walking through before backing, or if the obstacle is completed by backing only. When walking through first, the hind feet must clear end of the poles before he can begin backing through the pattern.
- **Side Pass to the Right:** One pole will lie flat on the ground to be side passed over. The horse should side-pass as many steps as is specified and may be asked to side pass the entire length of the pole (8 feet). Horse should be set up perpendicular with the pole unless otherwise specified in the pattern. Exhibitor should face the horse until the side pass is complete. NOTE: This obstacle allows for the exhibitor to use

their hand to touch the horse to initiate the side pass. A penalty will be incurred if the exhibitor does not remove their hand, or if they have to repeatedly touch the horse to finish the obstacle. The lead at the chain and the excess lead can be held in the hand at the horse's head.

- **Pick up an object:** Pick up an article of clothing, a bucket, or other item. Item can either be replaced, or moved to a new location. Exhibitor should hold the lead in their right hand and use their left hand to pick up and carry items.
- **Gate:** Exhibitor will maneuver through a gate, either a rope gate or a panel gate set up in the center of the arena. Exhibitor should gather the lead in the right hand and open the gate using their left hand, pushing it away from them. When negotiating a gate, the exhibitor is not required to face the horse. The horse should back up readily with the head, neck and body aligned in a straight or curved line as instructed. The exhibitor should not let go of the gate and the obstacle is not considered complete until the exhibitor and horse have made it through the gate and the gate has been secured.
- **Pivot:** Horse will pivot on the haunches 90 – 360 degrees clockwise. A correct pivot is when the horse's right hind foot is stationary. The pivot may be completed in an open area, or a circle may be marked in the arena using lime, flour, or some other easily visible material. When a circle is marked, the horse should be walked through the circle and halted with the hind feet in the center. The pivot is completed with the hind feet remaining inside and the front legs crossing over each other on the perimeter.
- **Ground Tie Box:** Poles are set into a square. Horse is led into the center, and the lead dropped to the ground. Exhibitor will leave the square and walk around the perimeter, either direction, and then enter the square in the same location as exited. To be executed correctly, the horse should remain stationary, with no interference from the exhibitor in the form of verbal or visual cues, until the lead is picked up and the horse is cued to walk forward out of the box.
- **Mailbox:** Exhibitor approaches mailbox, removes an item, and then replaces it. The exhibitor should gather the excess lead in their right hand, and use their left hand to complete this obstacle.
- **Dragging Obstacle:** Exhibitor will drag an obstacle from one point of the arena to another. The lead should be gathered in the right hand and the rope used to tie the obstacle should be grabbed with the left hand.

Any stops should be executed with the horse's body remaining straight, and the motion should be smooth. Backing and turning should be performed from the left side of the horse. The exhibitor should face the horse when backing. When executing a turn to the right, the exhibitor should face the horse and move the horse away from them.

EQUIPMENT

Horses are to be shown in a halter. Either a regular or a show type halter is acceptable. The type of equipment used is not to be taken into consideration when scoring the horse, as long as it fits correctly and is serviceable. A chain may be used under the chin or hanging from the halter. Exhibitor must use only the right hand on the lead where the chain begins, and lead on the horse's left side. Excess lead should be gathered or looped loosely in the left hand unless otherwise specified in obstacle description.

SCORING SPECIFICATION

Judges will evaluate the performance at each obstacle and the appointment of the horse and exhibitor.

Scoring will be on the basis of 0 - 100, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted separately. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent.

Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.

Appointments of Horse: Overall appearance of the horse, including conditioning and grooming, and the equipment, is inspected for appointments score. Horses that are dirty, too thin, obese, and equipment that is dirty, ill-fitting, or in poor condition, will be penalized in the overall score.

Performance: When evaluating the performance at each obstacle, the judge should consider the responsiveness and correctness as the horse is led. Drifting to the side, leading or stopping crooked, leading or turning sluggishly, and blatant disobedience will all be reflected in the horse's maneuver scores for each obstacle.

Penalties: When a penalty is incurred, they are subtracted from the overall score and not from the maneuver score for each obstacle. Penalties should be assessed per occurrence as follows:

Penalty Points	Description of Penalty
- ½	<ul style="list-style-type: none"> • Each tick of log, pole, cone, plant, or part of any obstacle
- 1	<ul style="list-style-type: none"> • Hitting, biting, or stepping on log, pole, plant, or any part of any obstacle. • Incorrect or break of gait at walk or job for two strides or less • Both front or hind feet in a single-strided slot or space • Skipping over or failing to step into a required space • Failure to meet the correct strides on walk or trot overs
- 3	<ul style="list-style-type: none"> • Incorrect or break of gait at walk or jog for more than two strides • Knocking down an elevated pole, cone, barrel, plant, or other obstacle, or severely disturbing an obstacle. • Stepping outside of an obstacle, falling or jumping off the obstacle with one foot. • First or second refusal, balk, or evading an obstacle by shying or backing away
- 5	<ul style="list-style-type: none"> • Dropping the object to be carried on course • Letting go of gate or dropping gate rope • Touching horse with either hand, either to instill fear or praise, except as allowed during the side-pass. • Stepping outside of or off an obstacle with more than one foot • Blatant disobedience (biting, kicking out, bucking, rearing, striking, or continuous circling) • Excessively touching the horse • Failure attempt to complete or perform obstacle as described including over turns by more than ¼ • Third cumulative refusal of obstacle • Failure to complete obstacle
Disqualification	<ul style="list-style-type: none"> • Performing an obstacle out of order • No attempt to perform an obstacle • Equipment malfunction • Failure to follow the pattern when traveling between obstacles • Failure to attempt to demonstrate correct gait between obstacles as designated • Horse gets loose from exhibitor • Leading or backing on the wrong side of the horse (should always be on the left of horse) • Excessive schooling

**Note: disturbance of an obstacle caused by the tail is not counted as a penalty.*

Handlers should be discouraged from excessive verbal cues and excessive stiff or unnatural movements around horse or when leading. For safety reasons, those handlers continuously holding the chain on the lead, tightly coiling lead shank around hand, or dragging the lead shank should be penalized according to the judge's discretion.



Section 05

Regional Shows

ALL REGIONAL 4-H WESTERN HORSE CONTESTS WILL ABIDE BY THE UTAH STATE 4-H INDIVIDUAL SHOW RULES WITH THE FOLLOWING EXCEPTIONS:

REGIONAL TEAM CONTESTS

To qualify as an exhibitor for a Region Contest, a 4-H member must have accumulated enough points from county competitions to be one of the eight members to enter as a team for the Region Contest.

Teams may consist of five to eight members. All members must participate in each event and all must take the written test. If members do not participate in all events, all scores for entire show will be taken out.

Each region is encouraged to host a contest for Juniors, Intermediates, and Seniors. This is at the discretion of each region.

SCORING AT REGIONAL TEAM CONTESTS

No extra points for 1st through 5th place in each event will be given at a team contest.

The top five out of eight team members' individual scores in each judged event will be used in the overall team score tally.

For the timed events:

- First, within each timed event, use the Danish system with the 1/3 ribbon divisions broken across all participants in the show, not per team.
- Once ribbons and associated points have been assigned to all participants using the 1/3 Danish System, use the points from the top five out of eight team members' individual ribbon points in each timed event to tally into the overall team score.

GRIEVANCE COMMITTEE AT TEAM CONTESTS

The Grievance Committee at regional team contests is composed of an adult representative from each county participating in the regional horse show contest.

Each participating county in a region must take a turn in rotation for hosting and managing the regional horse show.

Any deviation from the rules within this rulebook must be unanimously agreed upon by an adult representative from each county participating in the regional horse show contest. If any representative dissents, the rulebook rules shall be upheld and enforced.

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Section 06

Appendix

TEAM GROOMING & SHOWMANSHIP

CLASS DESCRIPTION

This contest provides youth an opportunity to demonstrate their ability to work together and prepare a horse for fitting and showmanship. Each team will be provided an ungroomed horse. (Hooves will have been trimmed previously.) Members must supply all grooming equipment and supplies; (no electrical equipment to be used).

One hour will be allowed for grooming the horse. All members are to assist. Team size may vary from two to several members.

Following the grooming, the members will have 15 minutes to practice showing the horse. All members may assist, but one will be selected by the team to do the final showing.

One team member shall be selected to answer oral questions. Consultation with team members is permitted before responding.

Final showing to be done by the selected team member.

GROUND DRIVING

Horses are to be properly groomed for show. Horses must be kept under control at all times. If not, judges may find it necessary to disqualify exhibitor and horse. No restriction on equipment other than exhibitor must have driving lines and snaffle bit, halter or bosal.

CLASS DESCRIPTION

Exhibitor will execute a driving pattern determined by the judge.

Tests from which judges may choose:

- Circle to right and left at walk and jog
- Serpentine at walk and jog
- Obstacles
- Figure eight at walk
- Back up

Judge will evaluate performance of selected tests along with horse's control and willingness to work.

Excessive tension on reins will be penalized. Horse must be responsive to light hands.

TEAM RIDING

CLASS DESCRIPTION

Each team consists of three riders. Team members will ride three abreast and complete the routine as indicated by pattern.

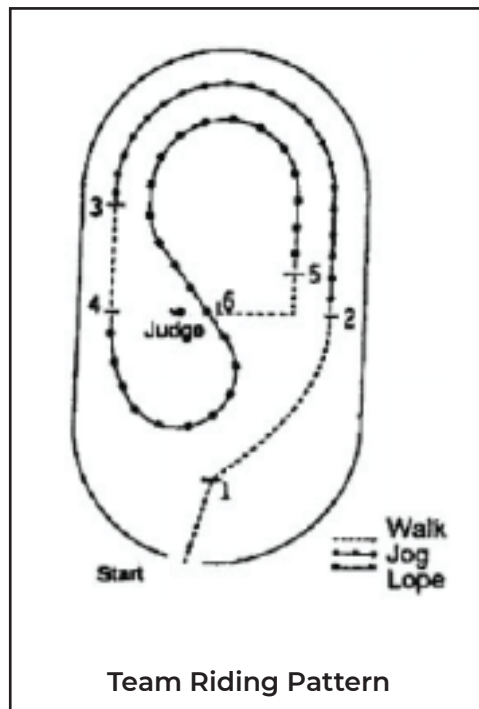
In order to earn maximum score on uniformity, it is recommended that all three riders on each team ride the same seat, either hunt, saddle, dressage or stock.

TEAM PATTERN

- Enter arena at a walk.
- Stop and recognize judge at point 1.
- Walk to point 2.
- Jog to point 3.
- Walk to point 4.
- Lope to point 5.
- Walk, making a 90 degree pivot, to point 6.
- Back several horse lengths as a team abreast, then come back to point 6.
- Dismount as a team for inspection.

When dismissed by judge, mount and leave arena at a jog.

When lead change is required, it may be executed as a simple change or as a flying lead change.



GAMES

COMPETITIVE TRAIL RIDE

The object of this event is to test rider's abilities on an actual trail ride. The distance could be up to 5 or 6 miles where speed is not a factor. Obstacles would be natural units available on the trail. Judges could be placed where they observe the manner of each participant while moving through or over each obstacle that is to be scored.

Participants must wear boots, long pants or breeches, short or long sleeved shirts. English or Western style protective head gear with harness is required.

English or Western saddle may be used. Any kind of bridle is permissible as long as it does not cause harm to horse or rider. Mechanical hackamores, tiedowns, roping reins, etc., are all permissible.

Scoring for each obstacle is from 1 to 10. The final score is obtained by adding total of each obstacle score.

Awarding of ribbons or prizes will be on the basis of the final score.

Due to time required to complete this event and determining scores, awards need not be given until a few hours or a few days after completion of the event.

Changes should be made to suit conditions being used in the class.

There should be enough adults riding with the participants to keep event properly supervised.

A horse known to kick should be marked with a red ribbon tied to the tail.

Horse's pulse and respiration may be checked at start of contest, during, and at end. If pulse and respiration are not acceptable horse should be rested or withdrawn from ride.

RING RACE

This is a timed event of skill and coordination of horse and rider working together.

Course will consist of four stations, two on each side of the arena. At each station there will be a standard at least 7 feet high and with a 4 foot arm attached that can swing out into arena.

Straps or ropes of varying lengths (10 inches to 25 inches) are attached to the end of these arms with a clamp or clothes pin on the other end that will hold a 6-inch diameter ring made of small half-inch hose.

Each contestant will be penalized 5 seconds for each ring missed. Pattern can be run either way, and rings picked up with either hand.

A broken pattern is a disqualification and always earns an orange ribbon.

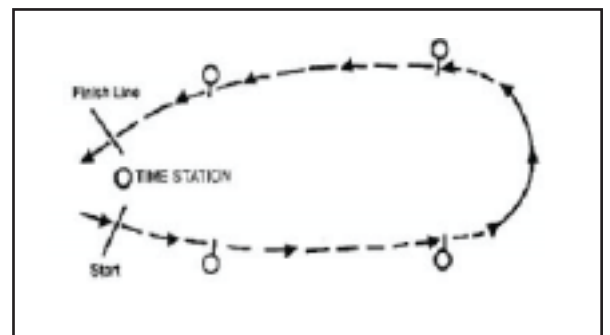


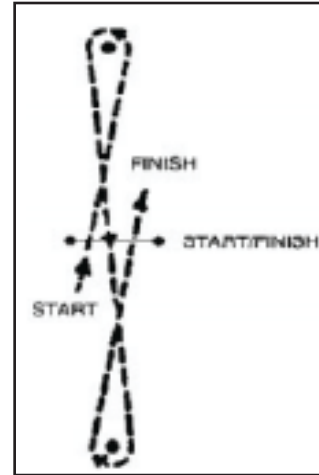
FIGURE EIGHT STAKE RACE

Course shall be set up with two stakes 100 feet apart. The stakes shall be set on top of the ground, 6 feet in height and with a base approximately 14 inches in diameter.

Two additional stakes are placed 20 feet apart in the center of the arena to constitute a start/finish line as indicated in diagram.

Each contestant shall be entitled to a running start.

Horse shall go between the center stakes, make a turn in either direction around an end stake, pass back through the center stakes, make a turn in the opposite direction around the other end stake and then back through the center stakes to finish.



Knocking over stakes or touching stake with hand in an attempt to prevent it from tipping over will result in a 5 second penalty per stake.

A broken pattern always earns an orange ribbon.

NOVELTY RACE

Course shall consist of a line made with lime around perimeter of arena approximately 15 feet inside fence.

A timing line shall be drawn between this line and fence or wall at any place convenient.

A horse shall start from a dead stop behind timing line.

Time starts when horse's nose passes between center stakes or timing line.

Horse and rider shall complete one circle of arena at a walk, change to a jog after crossing timing line the second time. Change to a lope after crossing timing line the third time.

Time stops as horse's nose crosses timing line at end of third circle.

Each time horse breaks from specified gait, he must stop, make a 360 degree turn, and resume specified gait.

RUN-RIDE-LEAD RACE

Contestants start from one end of the arena and run on foot to get their horses, which are either tied or held at the other end of the arena.

Contestants jump onto their horses, ride back to the far end of the arena, dismount, and lead the horses back to the finish line.

BALLOON RACE

Caution: Age and ability of participant, and nervousness of the horse must be considered when participating in this game.

Contest consists of a balloon on a string tied to the back of each contestant's saddle, and a whistle for the starter.

When starter blows the whistle, each contestant tries to see how many balloons he/she can break before his own is punctured. Contestants may only use their fingers to pinch or squeeze an opponent's balloon.

When a contestant's balloon is punctured he/she must then leave the arena. Contestant with the last remaining balloon wins.

EGG RACE #1

This is an endurance race, for more laughs and fun by riders who don't have or can't ride fast horses. All they have to do is ride easy, have a steady hand and keep the egg in the spoon. This isn't so easy after the announcer calls for a jog and, if some riders still have their eggs, the lope. The last rider to keep the egg wins. The announcer continues to call for

changes of gait until the last person to have an egg in the spoon wins. Riders may not touch the egg after it is on the spoon with any part of their bodies.

Equipment needed: A dozen tablespoons or one spoon per rider, and an equal number of eggs. But here's a word of caution: "Mother's, don't let them take your good tablespoons, because they somehow disappear in the excitement!" Okay, better buy some plastic spoons for the egg race.

GLASS OF WATER

As many poles as there are riders are set up at one end of arena. Each contestant is given a glass full of water. Rider must go from starting line, around pole and back, holding the glass of water. At end of ride, the person having taken the least time and still having the most water in the glass wins.

MUSICAL TIRES

This event requires one less tire than number of contestants. Tires are placed in a large ring. Allow contestants enough room to lope their horses around outside of the ring of tires.

When music starts, riders lope their horses counterclockwise, around outside the ring of tires. When music stops, riders dismount and jump into tires.

Riders must always go forward. If a rider is only 3 feet ahead of a tire when music stops, rider must go forward around ring of tires until they comes to an empty tire.

Rider without a tire is out of the game.

When the music begins again, one tire is removed.

This continues until only two contestants and one tire remain.

Usually the tie is run off by having riders take their horses to end of the arena, dismount, and run back, on foot to the tire.

However, the run-off can also be run off by having the riders race to one tire on horseback.

The first one to jump inside the tire is considered the winner.

At no time may a contestant drop the reins of his horse, but he may leave the saddle in any manner to reach the tire.

EGG RACE #2

Rider races to a pole at the far end of the arena spoon in hand, dismounts and scoops up an egg, then remounts and returns to the starting line. If the egg is dropped, it must be retrieved.

Sometimes ping pong balls are substituted for eggs. However, ping pong balls are more difficult to handle because of their lighter weight.

Plastic eggs that open can be used; add some weight inside.

The contestant with the fastest time with an egg is the winner.

JOGGING RACE

Set four pylons at a convenient distance from each corner of arena. This is to keep riders from going into corners.

All riders start mounted and jog several laps around arena.

If a horse breaks into a run, rider must pull his horse back to a walk and start the jog over again.

Two (2) seconds will be added to the score of each contestant every time contestant breaks into a run.

When time is called by judge, whichever rider has the most laps around the course with the fastest time will win.

BANANA RELAY RACE

This is a tricky, fun race done with a peeled banana. Banana must be yellow in color but should be as firm as possible. This race can be run as a three or four-person relay, as decided by the show committee.

The first person starts with a peeled banana as in any relay race, races around pole and back to the second person.

However, this banana baton may not be slapped into the receiving person's hand.

Speed is of the essence but caution in handling is also important.

Winning team is rated on racing time combined with condition of banana at end of race.

If banana breaks in transfer, the receiving rider must dismount and retrieve pieces. All pieces must be transferred to the receiver.

For each broken portion of banana at end of race there is a two second penalty and for each missing portion, a five second penalty.

Any team finishing race with a whole banana will have their time matched with all others who finished with a whole banana.

Team with the fastest time and with a whole banana will win.

O'RILEY SAYS

This is a good beginner's game. All riders take to the rail at a walk or jog in single file.

One rider will be "It." It stands in the center of arena.

It gives a command, but if It is not prefaced with "O'Riley Says," It is ignored by all riders.

Those carrying out such a command are penalized either by elimination or by having to jog around arena without stirrups or by some other simple penalty.

If keeping score, penalty must be added to score. Player with fewest points at the end wins the game.

If It carries out their own "wrong" commands, more competitors can be caught. For example, It may say, "O'Riley Says, pat your left knee.", "O'Riley Says, Jog your horse. Walk your horse." anyone obeying the last command will naturally be caught. It may choose anyone making a mistake to become the next It. The one making the fewest mistakes wins.

NIGHTGOWN RACE

This is probably one of the most hilarious of all races.

There is a prescribed routine to follow but seldom do contestants remember what each is to do and the result is extremely comical.

Teams consist of four contestants and one horse and a nightgown for each team.

Gowns can be made from feed sacks, the large type, binding the armholes and neck, or suitable material which will hold up and can be used year after year.

Course consists of a starting line and a pole at far end of arena. Each team member, with help of others, must put on the nightgown, mount horse, ride down around pole and back to starting line where other team members repeat the process in turn.

Each contestant on the team should be given a number so he will know his place in the routine of the race. For example: No. 1 holds the head of the horse; No. 2 and No. 3 help No. 4 put on the gown and aid in mounting.

Speed is essential. If pole is knocked down, there is a 5-second penalty added to the time.

On return, No. 2 holds head of horse; No. 3 and No. 4 help No. 1 into the nightgown and so on until all team members have had a turn.

The proper method for putting on the gown is this: when No. 4 jumps from the horse, he/she leans over and stretches out his hands. No. 1 grasps his hands while No. 3 grasps the hem of the nightgown and pulls it over the head of No. 4, on over the clasped hands and down onto No. 1. Then, No. 1 mounts horse and the run is completed.

Speed is made if exchange of gown is completed in above manner. The humor of the race results when contestants forget their position and confusion sets in.

Race is won by the first team to complete racing of each rider and each team member has put on nightgown.

Usually an arena can accommodate four teams at one time.

COSTUME RACE

Each competitor lines up and, at a given signal, races to end of course where there are various articles of clothing lying on the ground — dresses for boys and overalls and shirts for the girls.

Upon arrival at the pile of clothes, rider dismounts and puts on a costume. It need not be buttoned. Contestant mounts again and races back to starting point. The only requisite is that costume must be completely on.

GOAT TYING

To liven up play days, 4-H clubs have found that nothing beats goat tying. If all contestants prefer, goats may be roped and tied.

The most popular is to stake out a goat at far end of arena, either a wild one or a gentle one will do. Ride down near the goat, dismount, ground tie horse, catch goat and tie three of its legs.

Time starts when rider and horse cross starting line and ends when rider throws up hands indicating goat has been tied.

Contest can sometimes vary by having rider remount and race back across finish line, where time ends. Goat must stay tied until horse and rider cross finish line.

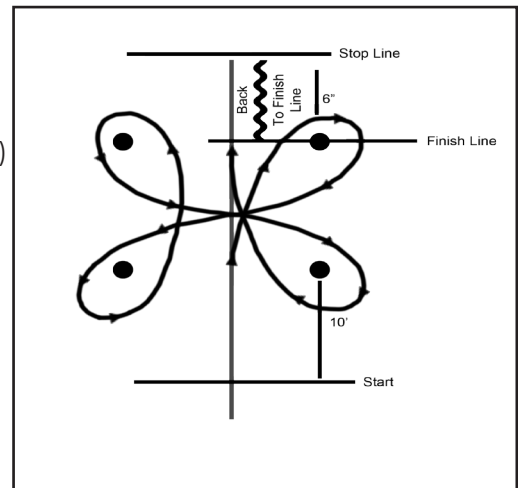
QUADRANGLE BARREL RACE

This is a barrel serpentine to help 4-H members learn control of their horses when using speed, including making turns, backing, and riders being aware of what they're doing.

To do well in this event, horse must be trained to turn (almost spin) and sprint, then stop and turn again and be able to stop and then back to finish.

Pattern is set up with four barrels in a square, but only 10 feet apart. Starting point is 10 feet from first two barrels and stop line before starting to back is 6 feet from the other side of barrel pattern.

After completing serpentine, rider crosses stop line then backs horse until horse's nose passes barrels or finish line.

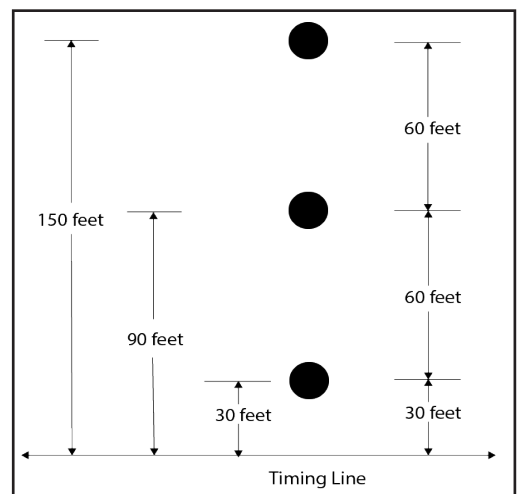
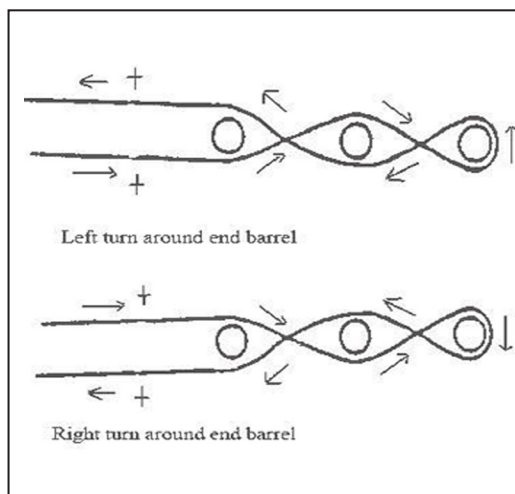


SPEED BARREL RACE

Three barrels in a line, weave down, weave back.

The Pattern:

Go through timing line, pass first barrel on either side, pass the succeeding barrels on alternate sides, turn around last barrel, pass remaining barrels on alternate sides, go through timing line.



1 Point Penalties:

- Too slow (per gait)
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Break of gait for two strides or fewer

3 Point Penalties

- Break of gait at walk or jog/trot for more than three strides
- Break of fait at lope
- Wrong lead or out of lead
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Draped reins (per maneuver)
- Excessive disturbance of obstacle (minor disturbances are not considered a penalty and is only reflected in the maneuver score)

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) per occurrence

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement, incomplete maneuvers
- ORANGE: **Disqualification:**
 - Broken pattern (failed attempts are not considered a broken pattern)
 - Eliminating or adding maneuvers

Automatic Ribbon Drop:

- Illegal equipment
- Failure to have 4-H patch on left arm
- Failure to wear number

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Maneuver Description →	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Penalty Total	Score	Ribbon	Placing
	Contestant Number ↓																		
Penalty																			
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Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Maneuver Description →	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Penalty Total	Score	Ribbon	Placing
Contestant Number ↓																			
Penalty																			
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1 Point Penalties:

- Break of gait for up to two strides
- Over or under spinning up to 1/4 of a turn
- Failure to remain min of 20 feet from wall/fence when approaching stop/rollback

3 Point Penalties:

- Failure to change lead within three or fewer trotting steps, but prior to the next maneuver
- Incorrect lead which is corrected
- Break of gait for more than two strides, except where a simple change is called for
- Over or under spinning more than 1/4 of a turn, and less than 1 turn
- Obviously looking down to check lead
- Failure to go beyond marker on stops or rollbacks

5 Point Penalties:

- No attempt to fix an incorrect lead
- Failed attempt to change leads or complete maneuver prior to next maneuver
- Use of either hand to instill fear or praise, touch saddle or horse except for on designated areas when mounting/dismounting
- Spurring in front of the cinch
- Cueing with end of reins
- Blatant disobedience (kick, bite, buck, rear, paw, etc.) per occurrence

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: **Disqualification: Failed attempts are not disqualifications**
 - Break of Pattern (Ex.: Wrong direction, wrong speed, wrong size of circles from what pattern calls for)
 - Eliminating or adding maneuvers including over/under spins of more than 1 turn, and eliminating a change lead change prior to next maneuver
 - Abuse or excessive schooling
 - Equipment failure including dropped rein
 - Fall of horse or rider

Automatic Ribbon Drop:

- Illegal equipment (including snaffle bits or hackamores)
- Failure to have 4-H patch on left arm
- Failure to wear number
- Two hands on the reins

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Penalty Total	Final Score	Ribbon	Placing
	Contestant Number ↓													
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Judge's Name (Printed): _____ Judge's Signature: _____

MANEUVER SCORES														
- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good														
Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Penalty Total	Final Score	Ribbon	Placing
Contestant Number ↓														
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Maneuver														
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Responsiveness to Cues and Team Work (34 points)			
Gait	Points	Penalties (5 points each direction)	Total
Walk	1 - 3 points in each direction with 2 being average. The horse must be walked long enough for the judge to evaluate.	Failure to walk at least 2 horse lengths	6
Jog	1 – 7 points in each direction with 4 being average. The horse should jog a minimum of ½ circle both directions.	Failure to jog ¼ circle	14
Lope	1 – 7 points in each direction with 4 being average. The horse should lope a minimum of one full circle both directions.	Failure to lope one full circle Demonstrating the wrong lead for more than ¼ circle	14
	Higher scores are awarded to horses that require light control and go softly and quietly throughout the demonstration, respond quickly to cues, and have smooth transitions between without interruption of forward motion.		34

Manners, Attitude, and Willingness to Work (14 points)		
Points	Penalties	Total
1 – 14 points total. Higher scores reflect above average to exceptional manners, expression, alertness, and pleasant attitude.	Obvious signs of over work and sourness such as ear pinning, head-throwing, striking, tail wringing, or lethargic and dull behavior. Horses will be penalized for blatant disobedience, excessive bucking or running, or pulling out of the circle.	14

Use of the Circle (6 points)		
Points	Penalties	Total
1 – 3 points both directions. 3 points indicating excellent use of the circle with the horse consistently staying on the perimeter. 2 points is average and indicates the horse was slightly inconsistent when traveling the perimeter. 1 point is adequate at staying on the perimeter or is exhibited in a circle with less than 25' radius.	Cutting into the circle or pulling exhibitor out of the circle and dangerous slack in the line may be penalized up to 6 points total, resulting in a 0 score.	6

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: **Disqualification:**
 - Blatantly striking the horse with the whip for any reason
 - Loss of lead shank or horse breaks free

Judge's Name (Printed): _____

Judge's Signature: _____

No Chains may be use over nose or under chin while longeing

#	Responsiveness/Teamwork 34 pts			Manners/Attitude /Willingness 14 pts	Use of Circle 6 pts	Total Score	Ribbon	Placing
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								
	Walk (1-3)	Jog (1-7)	Lope (1-7)					
Comments:								

1/2 Point Penalties:
 - Tick of log, pole, cone, or obstacle

1 Point Penalties:
 - Hit or step on log, pole, cone, or obstacle
 - Incorrect or break of gait at walk or jog 2 strides or fewer
 - Both feet in space, a skip space, or a split pole on the Go-Over obstacle

3 Point Penalties:
 - Break of gait at walk or jog/trot for more than two strides
 - Incorrect lead which is corrected, or break of gait at lope, except when correcting a lead
 - Knock down of obstacle or pole
 - Step out or jump off with one foot (after entering)

5 Point Penalties:
 - Step out of jump off with two or more feet (after entering)
 - Dropped object, including gate
 - 1st and 2nd refusal or evasion (each occurrence)
 - 3rd refusal or evasion - tell contestant to move on
 - Use of either hand to instill fear or praise, touch saddle or horse except for on designated areas when mounting/dismounting
 - Cueing with ends of reins
 - No attempt to fix an incorrect lead
 - Failure to complete obstacle
 - Blatant disobedience (kick, bite, buck, rear, etc.) per occurrence

Ribbons:
 - BLUE: Above average, minimal or no mistakes
 - RED: Average, some mistakes
 - WHITE: Below average, needs improvement
 - ORANGE: **Disqualification:**
 - Break of Pattern (including wrong side of cone)
 - Eliminating or adding maneuvers
 - Abuse or excessive schooling
 - Equipment failure including a dropped rein

Automatic Ribbon Drop:
 - Illegal equipment (including spurs still on boots)
 - Failure to have 4-H patch on left arm
 - Failure to wear number

Maneuver Scores:
 - Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Fitting & Equip 1-5 Points	Total	Ribbon	Placing
Penalty														
Maneuver														
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Judge's Name (Printed): _____ Judge's Signature: _____

MANEUVER SCORES														
- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good														
Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Fitting & Equip 1-5 Points	Total	Ribbon	Placing
Contestant Number ↓														
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	Maneuver													
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1 Point Penalties:

- Break of gait for up to two strides
- Over or under turning 1/8 to 1/4 of a turn
- Ticking or hitting a cone

3 Point Penalties:

- Incorrect lead which is corrected, or break of gait at lope, except when correcting a lead
- Break of gait for more than two strides
- Obviously looking down to check lead
- Loss of stirrup
- Bottom of boot not touching pad of stirrup at all gaits, including backing
- Head carried too low and/or clearly behind the vertical while the horse is in motion, indicating intimidation

5 Point Penalties:

- No attempt to fix an incorrect lead
- Use of either hand to instill fear or praise, touch saddle or horse except for on designated areas when mounting/dismounting
- Cueing with ends of reins
- Spurring in front of the cinch
- Severe disobedience including rearing, pawing, bucking, or kicking

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: **Disqualification:**
 - Break of Pattern (including wrong side of cone)
 - Eliminating or adding maneuvers
 - Abuse or excessive schooling
 - Equipment failure, including loss of rein

Automatic Ribbon Drop:

- Illegal equipment
- Failure to have 4-H patch on left arm
- Failure to wear number
- Not performing gait or not stopping within 10 feet of designated area

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Fitting & Equip 1-5 Points	Total	Ribbon	Placing
	Contestant Number ↓													
Penalty														
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Judge's Name (Printed): _____ Judge's Signature: _____

MANEUVER SCORES														
- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good														
Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Fitting & Equip 1-5 Points	Total	Ribbon	Placing
Contestant Number ↓														
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1 Point Penalties:

- Temporary loss of position
- Minor gait inconsistency
- Break of gait for two strides or fewer

Other penalties may be assigned according to the rulebook rules and at the discretion of the judge.

3 Point Penalties:

- Obviously checking hands
- Incorrect lead which is corrected
- Break of gait more than two strides
- Obviously checking leads
- Loss of stirrup
- Head clearly behind the vertical
- Cueing with end of reins

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: **Disqualification:**
 - Abuse or schooling
 - Equipment failure including a dropped rein
 - Fall of horse or rider

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

5 Point Penalties:

- No attempt to fix an incorrect lead
- Severe disobedience including kicking, pawing, bucking, or rearing

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Contestant Number ↓	Class Routine / Maneuver Description →										Fitting & Equip 1-5 Points	Total	Ribbon	Placing
	Penalty													
	Maneuver													
	Comment													
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Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Contestant Number ↓	Class Routine / Maneuver Description →											Fitting & Equip 1 - 5 Points	Total	Ribbon	Placing
	Penalty														
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1 Point Penalties:

- Temporary loss of position
- Minor gait inconsistency
- Break of gait for two strides or fewer

Other penalties may be assigned according to the rulebook rules and at the discretion of the judge.

3 Point Penalties:

- Obviously checking hands
- Incorrect lead which is corrected
- Break of gait more than two strides
- Obviously checking leads
- Loss of stirrup
- Head clearly behind the vertical
- Cueing with end of reins

5 Point Penalties:

- No attempt to fix an incorrect lead
- Severe disobedience including kicking, pawing, bucking, or rearing

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: **Disqualification:**
 - Abuse or schooling
 - Equipment failure including a dropped rein
 - Fall of horse or rider

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Contestant Number ↓	Class Routine/ Maneuver Description →								Fitting & Equip 1 - 5 Points	Overall Comments	Total	Ribbon	Placing
	Penalty												
	Maneuver												
	Penalty												
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Indicate show: Individual

Two-handed Age Division: _____

Indicate event/class: **WESTERN RAIL WORK**

BAREBACK

Date: _____

1 Point Penalties:

- Temporary loss of position
- Minor gait inconsistency
- Break of gait for two strides or fewer

3 Point Penalties:

- Obviously checking hands
- Loss of stirrup
- Incorrect lead which is corrected
- Head clearly behind the vertical
- Break of gait more than two strides
- Cueing with end of reins
- Obviously checking leads

5 Point Penalties:

- No attempt to fix an incorrect lead
- Severe disobedience including kicking, pawing, bucking, or rearing

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: Disqualification:
 - Abuse or schooling
 - Equipment failure including a dropped rein
 - Fall of horse or rider

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct,
- + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Judge's Name (Printed): _____

Judge's Signature: _____

Routine / Maneuvers ↓	Contestant Number ↓	Penalty		Mnvr		Penalty		Mnvr		Penalty		Mnvr		AS	Score	Ribbon	Place
Comment																	
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Comment																	

1 Point Penalties:

- Break of gait at a walk or jog/trot for up to two strides
- Sliding a pivot foot
- Over or under turning up to 1/8 of a turn
- Lifting a pivot foot during a pivot and replacing in the same place
- Lifting a foot in a setup and replacing it in the same place after presentation

3 Point Penalties:

- Not performing gait or not stopping within 10 feet of designated area
- Break of gait at walk or jog/trot for more than two strides
- Splitting the cone (cone between the horse and handler)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Horse stepping out of setup after presentation
- Horse resting a foot in a setup
- Over or under turning 1/8 to 1/4 of a turn

5 Point Penalties:

- Exhibitor touches the horse
- Exhibitor kicks or points his or her feet at the horse's feet during setup
- Exhibitor stands out of position (including facing the wrong direction or on wrong side of horse)
- Holding the chain or two hands on the shank
- Severe disobedience, including rearing, pawing, or the horse continuously circles the exhibitor

Ribbons:

- BLUE: Above average, minimal or no mistakes
- RED: Average, some mistakes
- WHITE: Below average, needs improvement
- ORANGE: **Disqualification:**
 - Break of Pattern (including wrong side of cone)
 - Eliminating or adding maneuvers
 - Abuse or excessive schooling
 - Equipment failure
 - Loss of lead shank or horse breaks free

Automatic Ribbon Drop:

- Illegal equipment (including spurs still on boots)
- Failure to have 4-H patch on left arm
- Failure to wear number

Maneuver Scores:

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.

Judge's Name (Printed): _____

Judge's Signature: _____

MANEUVER SCORES

- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good

Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Fitting & Equip 1-5 Points	Total	Ribbon	Placing
Penalty														
Maneuver														
Comment														
Penalty														
Maneuver														
Comment														
Penalty														
Maneuver														
Comment														
Penalty														
Maneuver														
Comment														

Judge's Name (Printed): _____ Judge's Signature: _____

MANEUVER SCORES														
- 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Extremely Good														
Maneuver Description →	1	2	3	4	5	6	7	8	9	10	Fitting & Equip 1-5 Points	Total	Ribbon	Placing
Contestant Number ↓														
Penalty														
	Maneuver													
Comment														
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