

EXTENSION 

UtahStateUniversityTM

Horsemanship Contest Rules

Revised April 2015



NEW 2011 4-H HELMET REGULATION PROGRAM

The four H's in the 4-H program stand for head, heart, hands and health. Utah State University Extension 4-H aims to protect 4-Hers heads and improve their health through their new helmet regulation program **effective Jan. 1, 2011**. The program will require all Western youth riders to wear helmets while competing in 4-H-sponsored shows.

Who it affects:

- All youth participating in the Western 4-H horse program. It does not include those participating in the working ranch horse program.
- All youth riders participating in classes, including but not limited to: Western horsemanship, Western equitation, Western reining, barrel racing, pole bending, keyhole, scurry, bareback equitation, Western riding, trail, team riding, quadrangle stake race, gymkhana gig, flag race, two-handed pleasure and all 4-H games.

New 2011 helmet rules:

- Helmets approved by American Standard for Testing Materials (ASTM) will be required for all Western under saddle and bareback events occurring at 4-H-sponsored horse shows.
- Riders without helmets will not be allowed to enter the competition arena and will be disqualified from their class.
- Riders will only be disqualified from the class where they have no helmet. However, youth may obtain a helmet and participate in their next qualified competition.
- Youth may wear either a helmet or a hat when participating in showmanship events.
- As stated in the Utah 4-H horse rulebook, Utah 4-H highly encourages the use of helmets during ALL equestrian events.
- Rules apply to all 4-H horse shows, which are defined as all shows sponsored by 4-H or covered by 4-H insurance and/or using the 4-H emblem.
- If show management does not follow mandatory 4-H rules, they may become personally liable. Shows with 4-H insurance may find the insurance invalid if rules are not followed.

The 4-H program aims to be proactive in protecting 4-H youth and encourages riders to wear helmets every time, every ride. With approximately 3,000 youth participating in 4-H Western horsemanship statewide, it is important to do everything necessary to reduce the likelihood of injury. Wearing helmets when riding a horse will help keep Utah 4-Hers safe.

Dear 4-H Volunteer and Member:

Please report any needed corrections to Jim Jensen (Jim.Jensen@usu.edu), or contact the State 4-H Office.

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

I pledge:

My HEAD to clearer thinking

My HEART to greater loyalty

My Hands to larger Service, and

My HEALTH to better living,

For my Club, My Community, My Country and My World

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SECTION 1

GENERAL

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

Classes which place emphasis upon the horses’ conformation are not included in 4-H Horsemanship 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 compatible with the ability of the rider.

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

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

At the State Individual Horsemanship or Region Team Contests age groups are divided into grades 3-4-5; grades 6-7-8; and grades 9-10-11-12. Grade level is determined as of January 1 of the current year. The age groupings will hereafter be referred to as Junior, Intermediate and Senior.

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

4-H OBJECTIVES

Encourage youth to:

1. Develop leadership abilities, build character and assume citizenship responsibilities.
2. Explore career opportunities.
3. Develop skills, knowledge and attitudes for lifelong use.

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

USE OF NAME AND EMBLEM OF 4-H CLUB WORK

The use of the name and emblem of 4-H club work is regulated by federal law.

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

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

GENERAL RULES

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

1. Club and county contests are encouraged to follow these rules for competition. Contest committees and leaders should make every effort to inform all members, leaders, parents, and judges of rules to be used, especially if they vary from state rules.
2. At all 4-H contests, each 4-H member must provide the horse he/she uses. The horse may be leased or borrowed, providing the member has access to the horse at all times during the project year and has major responsibility for its care and maintenance. This does not necessarily include

financial support. This rule applies to primary show horse and 2 handed show horse.

3. After arrival at the show the 4-H exhibitor will be the only individual that rides the horse until all events are complete. Violators will be disqualified from the show in its entirety. This applies to the 2 Handed and regular Western and English Shows.
4. At all state 4-H contests, the limit is one horse per person and one person per horse.
 - a) 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.
 - b) Each County needs to have by-laws and rules to avoid unnecessary misunderstandings regarding qualifications and substitutions that may be required.
5. The 4-H member's project is centered around one primary project horse, but additional horses may be used for breeding, the two handed training classes, English competition, colt training, trail riding, etc.
6. A 4-H member will be disqualified from an event and awarded an orange ribbon for verbal or physical abuse of people or horses committed by the 4-H member or any family member or associate.
7. All participants in 4-H contests will receive blue, red or white ribbons. Those disqualified for breaking patterns in speed events, having an abusive performance or other violations specified in this Contest Rule Book will receive an orange ribbon. A broken pattern (not doing an obstacle/ maneuver or in the correct order is a broken pattern) in a judged event i.e., missing a obstacle in trail or not completing a maneuver will be a white ribbon, but not a disqualification.
8. A primary objective of the 4-H Horse Program is for youth to learn horsemanship and to do their own training. If a horse needs to be taken to a professional trainer for special purposes, the youth should be trained with the horse.
9. Stallions of any age are prohibited in 4-H classes.
10. It is recommended that 4-H Horse Show judges be selected from the 4-H Horse show judging list and or the

USU Certified Horse Show Judges list. Current 4-H Judges are encouraged to attend judges training at least every other year. New 4-H Horse Show Judges from either pool are expected to apprentice a minimum of two shows before judging solo as the official show judge.

11. 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.
12. 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.
13. Abusive use of bats, spurs, whips, reins, or over and under rope will result in disqualification and the awarding of an orange ribbon. This applies to both judged and speed events.
14. 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 stop watches will be used during each event. It is recommended that all contests use electric timers with at least one backup stop watch. Timers should be set as close to the arena fence as possible. State contests must use electric timers.
15. 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.
16. 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.
17. In all timed events, i.e., barrel racing, pole bending, stake race, etc., knocking over obstacles or touching obstacle with hand(s) in an attempt to prevent it from tipping over will result in a 5 second penalty per obstacle.
18. At state and region contests exhibitors will receive two identical numbers which will be pinned to each side of their saddle pads. If contestant does not have a number it is a drop in ribbon.
19. During timed events, the gate will be closed after the exhibitor enters the arena and will not be opened until the rider has stopped, after the completion of the pattern. Anyone who starts through the gate for a speed event at the run will be penalized 5 seconds for that event. Any contestant that misses a gate call without show committee pre-approval will show at the end of the class and be penalized 1 ribbon placing from placing awarded.
20. In any class the judge may direct any exhibitor to repeat or perform additional maneuvers.
21. 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 horses length spacing when approaching an identified horse.
22. 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 behavior:
 - a) Double riding anywhere on the show grounds.
 - b) Riding a horse without a bridle or hackamore.
 - c) "Horse play" activities on or around horses.
23. 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.
24. 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.

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. Silkscreened or embroidered emblems are also permitted and **MUST** include all colors and the complete logo of the 4-H patch.

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, vest or jacket (optional) 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.

3. **HARD HATS** — The Utah State 4-H Office highly encourages the use of helmets during all equestrian events. Effective January 2011, helmets will be required for all western under saddle and bareback events occurring at 4-H sponsored horse shows. Helmets must be approved by the American Society for Testing and Materials (ASTM) and Safety Equipment Institute (SEI) and worn with harness fastened properly under the chin. Riders without helmets will not be allowed to enter the event arena and will be disqualified from their class.
4. **ENGLISH** — Hunter Riders should wear a hunt coat of tweed or dark solid color; English style breeches or jodhpur pants. A tan color is preferred, but not required. A belt is required but not to be of western style. English boots made of leather or a synthetic material is to be worn with breeches. Paddock boots with garters may be used for jodhpur style pants. Smooth ½ chaps are considered acceptable show attire. A light colored or white shirt English style blouse with a ratcatcher collar is to be worn under the jacket. Boys may wear a dress shirt and tie. Gloves of a dark color are optional.-Spurs of the unrowed type with a maximum length of 1 ½” and crops or bats are optional but crops and bats not to exceed 30” in length including the lash. Hair is to be secured either in a bun at the base of the neck or under the helmet. American Standard for Testing Materials (ASTM) approved headgear, worn with harness fastened under chin, is required.

In extreme weather conditions the judge may allow exhibitors to compete without jackets. The exhibitors must then wear light colored shirts with choker or tie with the ratcatcher collar. Sleeveless is prohibited. In the event of an exhibitor having a sleeveless shirt, the jacket must remain on.

5. **ENGLISH** — Stadium Jumping riders are to wear full hunter gear. See #4 above.
6. **DRESSAGE** — Full Hunter gear is required. See Hunter Riders.
7. **CROSS COUNTRY** — A collared shirt with sleeves (short or long) is mandatory. The shirt may be a polo or other collared shirt. English style breeches or jodhpur pants must be worn. A tan color is preferred, but not required. A belt is required but not to be of western style. English boots made of leather or a synthetic material are to be worn with breeches. Paddock boots with garters may be used for jodhpur style pants. Half chaps are not to be considered acceptable show attire however, may be permitted at the discretion of the judge. Spurs of the unrowed type with a maximum length of 1 ½” and crops or bats are optional but crops and bats not to exceed 30” in length including the lash. Hair is to be secured either in a bun at the base of the neck or under the helmet. American Horse Show Association American Standard for Testing Materials (ASTM) approved headgear, worn with harness fastened under chin, is required. An approved Safety vest is required in all cross country events.
- ENGLISH SHOWMANSHIP:** Full hunter gear is required. No crops or bats are to be carried. American Horse Show Association American Standard for Testing Materials (ASTM) approved headgear, worn with harness fastened under chin, is required.
8. **EXCEPTIONS** — Because 4-H is open to all youth regardless of race, color, national origin, sex or religion, religious restrictions of certain types of clothing will be accepted. In such cases where deviations from 4-H dress standards are necessary, the contest management should make the judge aware that at no time will points be discounted for religious dress restrictions, i.e., culottes in place of western style pants.
9. **ARENA HELP** — It is desirable for all persons in the arena acting in capacity of exhibitor, steward, judge, timers, score keepers, etc., to wear long or short sleeved Western or English shirts and long pants. Tank tops, pullovers or sweat shirts do not present a desirable image to the public or participants.

GUIDELINES

1. All horse's hooves should be properly trimmed or shod for all 4-H activities.
2. Hoof black is optional and is not more desirable than clean unpainted hooves. A good clean well-groomed hoof is the main objective.
3. 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. Refer to the Judging Guide—Western Events by Carbon County 4-H.
4. 4-H members, leaders and parents are encouraged to make use of 4-H video tapes and other audio-visual materials to help them better understand events, rules and how to perform at their best.
5. A written test will be given at every 4-H horse contest to help encourage the educational component of the 4-H horse program.
6. When practicing timed events 4-H members should be cautioned against repeated running full speed. 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.
7. Simple lead changes: When simple lead changes are allowed, exhibitors are limited to only 3 jog steps to make the lead change. *Applies to reining and Western Riding.
3. Administering performance altering drugs or substances to horses is also considered abuse.
4. Contest officials and grievance committee will determine disqualifications.
5. 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.
6. Complaints regarding procedures must be made in writing accompanied by \$25.00 in cash to contest officials or grievance committee. No cameras or any type of video camcorders will be accepted to substantiate a grievance. The money will be refunded only if the grievance committee acts in favor of the complaint.

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

UTAH 4-H EQUINE DRUG RULE

The use of systemic nonsteroidal anti-inflammatory agents (i.e., phenylbutazone, meclufenamic acid, naproxen, etc.) or antihistamines are considered permissible if:

- a) their use is declared and supported by documentation from a veterinarian upon arrival at the show;
- b) the veterinarian verifies the necessity of their use for a specific problem; and
- c) the veterinarian verifies that their use will not in any way jeopardize the horse's well being or provide an unfair advantage over other competitors. The letter must be presented to the show chairperson by the competitor on arrival at the show.

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

Definition: 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.

EXHIBITOR BEHAVIOR

1. Good sportsmanship shall prevail at all times. No abuse of animals or people will be permitted by a 4-H member, any family member or associate. Abusive behavior of this kind will be cause for disqualification of the 4-H member from further competition in the event or show, at the discretion of the show committee.
2. Abusive use of bats forward of the cinch, spurs, whips, reins, or over and under rope will result in disqualification and the awarding of an orange ribbon. A horse can be corrected without abuse.

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.

THREE-MEMBER GRIEVANCE COMMITTEE

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

The purpose of this committee is to:

- a) react to written protests;
- b) 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
- c) watch for and react to the administering of performance altering drugs or substances.

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

REGIONAL TEAM CONTESTS

1. 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.
2. Teams may consist of from 5 to 8 members. All members must participate in each event and all must take the written test.
3. Each region is encouraged to host a contest for Juniors, Intermediates and Seniors. This is at the discretion of each region.

SCORING PROCEDURES TO BE USED AT REGIONAL CONTESTS

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

The top five scores in each event will be scored and tallied together for the placing of the top team. Placing will not be based on the top five out of eight individual scores but on the top five scores per event.

ALL WESTERN SHOWS:

TEST SCORES WILL BREAK ALL TIES, except in Combined Training where Dressage scores are used to break ties.

Test questions will be from:

| | |
|---------------------|---|
| Junior | Horses and Horsemanship, Horsemanship Contest Rule Book |
| Intermediate | Emphasis Horses and Horsemanship, some from Horse Science, Horsemanship Contest Rule Book |
| Senior | Emphasis Horse Science, some from Horses and Horsemanship, Horsemanship Contest Rule Book |

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

Points will be awarded as follows:

| | |
|---|-----------|
| Blue Ribbon | 15 points |
| Red Ribbon | 10 points |
| White Ribbon | 5 points |
| Orange Ribbon | 1 point |
| (Orange ribbon for disqualification only) | |

INDIVIDUAL CONTEST

Five (5) class reps per age category is the maximum. Judges can only judge at State Individual Shows every other year.

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. Show host will provide flags.

In the Speed event DANISH SYSTEM ribbons will be awarded as follows: Using a natural break, 1/3 receive Blue Ribbons, 1/3 receive Red Ribbons and 1/3 receive White Ribbons.

WESTERN PERFORMANCE

(All western judged events)

In the Individual Show judged and timed events, each class will also be placed one through ten by the AMERICAN SYSTEM. And 1st through 20th for overall award categories. The top 5 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 the 2-Handed judged and timed events, contestants will be placed 1st through 5th, and 1st through 10th for overall awards.

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

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

TEST SCORES WILL BREAK ALL TIES, except in Combined Training where Dressage scores are used to break ties. Health certificates not required unless mandated by State or Federal government.

APPROPRIATE TACK AND EQUIPMENT

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.

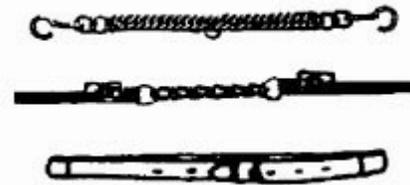
Show halters with chains are permitted, but show bridles with bits are not permitted.

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

Non-standard show equipment, i.e., gag bits, mechanical hackamore, bosal hackamore, tie down, or snaffle bits, running martingales, horse boots, etc., will be penalized one placing, i.e., blue to red, red to white, but not disqualification.

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

CURB STRAP or CHAIN — Positively no wire curb, 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.



Acceptable Curb Strap and Chains

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, 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.

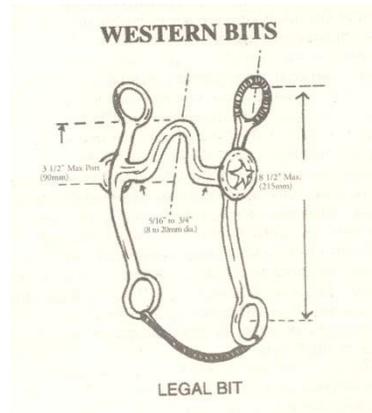
ROMAL — Hand is to be around reins—no finger between reins. Hand not being used (the off hand) for reining should hold romal to keep from swinging, but not to adjust position of reins. When left hand is used for reining, romal should be on off side (right side). When right hand is used for reining, romal 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 rider. It may be slick or swelled fork, have a high or low cantle.

BRIDLES — Any western type bridle may be used, but 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 8)



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 2 inch minimum shank.

Additional rules and definitions that follow apply to 4-H Western Performance issues and were adopted from the AQHA rule book.

References to a bit in western performance classes, refers 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 device 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 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.

Section 2 PERFORMANCE CLASSES — GENERAL

A 4-H performance class is any class that requires a judge. Exhibitors will be judged on the Danish System. All participants will receive a blue, red, white or orange ribbon (for disqualification only).

At the State Individual Horsemanship Contest the American System will also be used and each class will be placed first through tenth. Points awarded to top five. Anyone missing their gate call order without pre-approval from the show committee/management will be penalized 1 ribbon placing.

FITTING AND SHOWMANSHIP

4-H clubs are encouraged to make use of the video tapes on showmanship to further explain the correct way to perform this event.

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.

In any English class, the horse's mane must be braided according to length. Shorter manes require button braids, while longer manes need to be French braided.

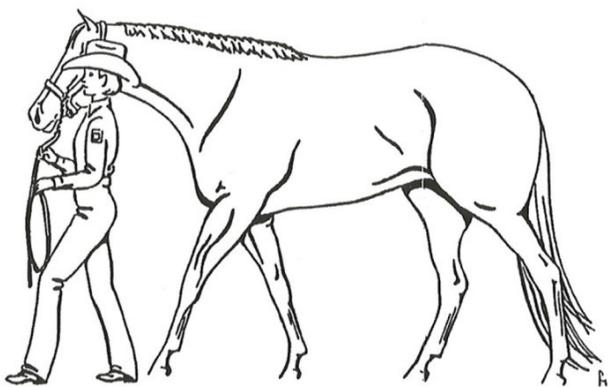
5. Horses should be bathed for this class. Hair coats should be clean and shiny.
6. Any coat dressings, hoof black, etc., are the option of exhibitor, but will not substitute for good grooming techniques.
7. Fly repellent may be helpful to keep horse standing still in line-up.

SHOWING

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. (Clarification: When needing to brush dirt off from horse and/or straighten mane, etc., lead shank can be held in its entirety with one hand or the other depending upon the side of horse to be groomed.) 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.



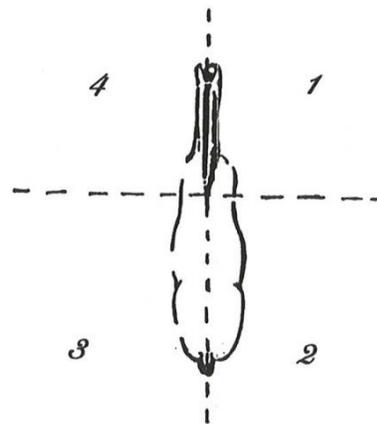
This exhibitor is showing the correct position to walk or trot with the horse. Note she is in line with the poll, there is slack in the lead and she is moving in step with the horse.

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. Recognize quickly 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. 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.

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. When the judge is in front of the horse the contestant is on the opposite side, if the judge is behind your 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. (Watch current videos on Showmanship and Halter for further help with this concept.)

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

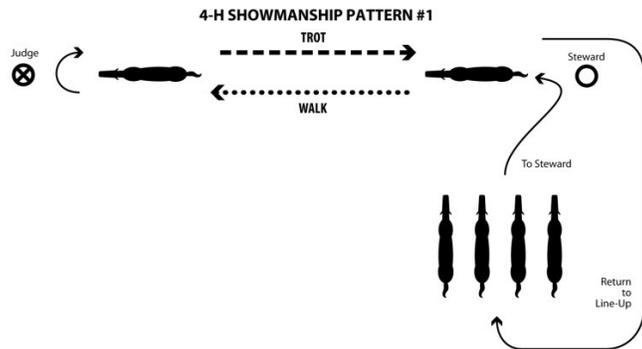
The following four patterns are examples of patterns that could be used. The judge will call on each exhibitor to move his horse individually after line up. You will perform any pattern set by the judge, (i.e., turning your horse on haunches to any degree asked, back up your horse, walk, jog and stop your horse in any order at various distances.)

FITTING AND SHOWMANSHIP PATTERNS

PATTERN #1

After circling arena, horses are lined up side by side. Each exhibitor leads out of the line to a position directly in front of the ring steward and faces horse in direction they will go. Hesitate just long enough to stand horse squarely and lead off at indication of judge. Walk horse in straight line, stop a horse length in front of the judge and square horse up.

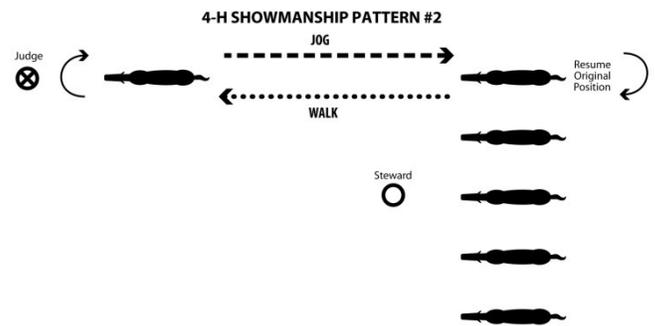
Present horse to judge. At judge's signal turn horse on hind quarters, hesitate and jog off. Check over your shoulder to make sure horse is lined up with judge, correct position if needed. Jog to starting point, square up and wait to be dismissed. When dismissed go around ring steward's right side and re-enter line up from rear.



PATTERN #2

After circling arena horses are lined up side by side and remain in line facing judge. Each exhibitor leads horse at a walk to judge and halts a horse length away, squares up horse and presents it to judge. Then turns to right upon judge's signal, and jogs away from judge to position in front of line. While jogging, exhibitor should check over shoulder to make sure horse is lined up with judge, and correct position if needed. Exhibitor should drop to a walk in front of line and lead through line at a walk, turn horse to right, and resume original position.

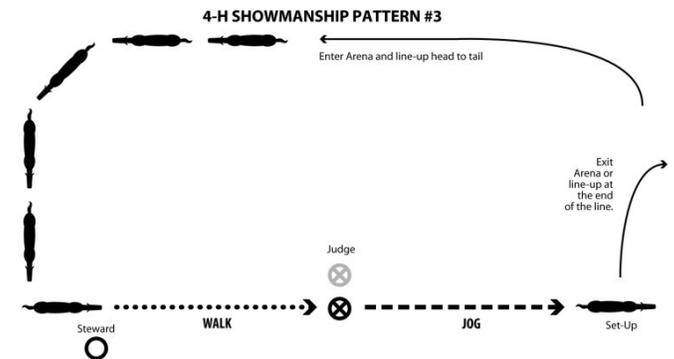
Judge then moves to a position opposite next horse in line and indicates to steward or showman when he/she is ready. This is repeated to end of line.



PATTERN #3

After circling arena horses are lined up head to tail at one side of the arena. Each horse is then led to a point indicated by ring steward. This point should be in a straight line to the position assumed by the judge. When indicated, the exhibitor walks horse directly to the judge. As the horse approaches the judge, he/she steps out of the way and the exhibitor and horse jog by to a predetermined point. Exhibitor and horse should stop at end of jog, set up horse briefly, wait to be excused, then move on to end of line or designated line-up position.

It is permissible at the end of the pattern for the judge to award ribbons and the exhibitors to be excused.



PATTERN #4

This pattern is designed to judge one horse at a time and speed up the judging process. Horses are lined up in order at the arena gate. A starting gate/cone should be in a straight line to the position assumed by the judge. The exhibitor sets the horse up at the starting gate/cones and waits to be recognized by the judge. The exhibitor walks horse directly to the judge. Sets the horse up squarely and prepares for full inspection by the judge. At the end of inspection the exhibitor backs the horse (fluid back do not count steps, back straight and proper). Jog to the Ring Steward/cone set the horse up and recognize the judge. Push 270 degree to the right over the haunches walk and exit the arena. Note: when jogging away from the judge look back one time to see that you are in line with your pattern, multiple look backs over the shoulder at the jog are discouraged

If the American System of judging is to be used, those receiving blue ribbons may be asked to return to the arena after initial evaluation to be placed 1st through 5th.

Attire of Attendant

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

Handling or Showing

50

1. Pose horse in best possible position.
2. Be sure all four feet are under horse.
3. Be alert at all times, whether judge is looking at your horse or another.
4. Depending on position of judge, stand to front of horse with hand near enough to halter to allow complete control at all times.
5. Stay out of way of judge so he may see your horse at all times.
6. Do not change hands on lead shank when moving from one side to the other.
7. 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

SCORECARD FOR FITTING AND SHOWMANSHIP

General Appearance 20

1. Condition and thriftiness.
2. Hair smooth and shiny.
3. Mane and tail glossy.
4. Alert and responsive.

Grooming 20

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

Equipment 5

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

Section 3 WESTERN JUDGED

WESTERN HORSEMANSHIP

This class is a combination of Western Equitation and Western Pleasure. Both horse and rider need to perform well together to score high. This class is to be worked on the rail.

4-H clubs are encouraged to make use of the 4-H video tape entitled "4-H Western Horsemanship Techniques" to further explain this class and help members be better prepared.

CLASS ROUTINE

All riders are to enter arena in a counter clockwise 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. Before backing a rider should ensure a clear path. Seniors may be asked to dismount and mount.

JUDGING

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

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.

POSITION IN MOTION

Rider should sit to jog. Do not post. At the lope rider should set deep in the saddle — not standing. 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 holding the reins is bent at the elbow, forming a straight line from the elbow to the horse’s mouth. 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. One finger between the reins is permitted when using split reins. (first finger only). Some movement of the arm is permissible, but excessive pumping will be penalized.

Reins are to be carried immediately above, or slightly in front of the saddle horn. Only one hand is to be used for reining, and hands shall not be changed. Reins should be carried so as to have light contact with the horse’s mouth. The reins should be carried so that a slight hand movement can give direction to the bit and neck rein.

MOUNTING

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.

Reins with romal 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 HORSEMANSHIP

Suitability

5

Compatibility of horse and rider.

Unsoundness shall not penalize a rider

unless it impairs the required performance.

Appointment of Horse and Rider 15

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

Hands 20

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 hand reining straight across on horizontal plane, loose rein. Hands must not touch saddle or horse.

Seat and Legs 10

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

Performance 50

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

WESTERN EQUITATION

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 ROUTINE

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

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

Individual works may include the following:

1. 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.
2. Stop
3. Back
4. Turn on the haunches with either (a) a walking motion on the front end; (b) a spin; or (c) a rollback. One only to be designated.
5. Side pass either or both directions
6. Simple change of lead through the jog, walk or halt, in a straight line or figure eight or any other pattern
7. Flying change of lead in a straight line, figure eight or any other pattern
8. Counter lope
9. Dismount and mount
10. Ride without stirrups
11. 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

Riders will be judged on seat, hands, legs ability to control and show horse as well as suitability of horse to rider.

Failure to complete the pattern will not be a disqualification but will be scored accordingly.

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.

BASIC POSITION

Refer to Western Horsemanship on page 14 for explanation.

SCORECARD FOR WESTERN EQUITATION

| | |
|---|------------|
| Suitability | 5 |
| Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance. | |
| Appointment of Horse and Rider | 10 |
| Horse, rider's clothes and all equipment should be clean, serviceable and safe. Horse should be properly trimmed. | |
| Seat | 25 |
| Rider should maintain erect posture, correct center of balance and complete contact with saddle. Faults will include excessive body motion, poor posture, failure to maintain a secure seat. | |
| Hands | 20 |
| Should be quiet and light, maintaining consistent control. Reins must be held correctly as determined by type. Faults will include failure to maintain consistent head position and rhythmic gaits, heavy hands, horse's mouth gaping, constant bumping with reins. | |
| Legs | 20 |
| Should be quiet, secure, in correct position and with proper weight in stirrups. Faults will include excess motion, uneven stirrups, insufficient weight in stirrups and loss of stirrup. | |
| Pattern | 20 |
| 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 |

WESTERN REINING

CLASS ROUTINE

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. At Regional and State Horse Contests, Juniors will perform 4-H Reining Pattern #1 or #2. Intermediates will perform 4-H Reining Pattern #3 or 4, and Seniors will perform 4-H Reining Pattern #5 or 6.

These patterns will progress in degree of difficulty and are suggested to help save time and build a solid 4-H reining horse. Remember, a well trained reining horse performs only on cue from rider, not memorization of the pattern.

JUDGING

Conformation of horse is not to count in this event.

Each exhibitor will perform required pattern individually. A flying lead change is not required by junior or intermediate exhibitor to get full score.

Each horse will be judged on neatness, ease, calmness and speed with which it performs pattern.

Horse shall rein and handle easily and effortlessly and with appropriate speed.

While horse is in motion, rider's hands shall be clear of horse and saddle except when it is necessary to use them to prevent a fall.

A judge may require any exhibitor to repeat performance of any or all parts of pattern.

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 eight's should be two circles joined together.

Rider should have complete control and there should be definite speed differences between slow and fast figure eight's.

A broken pattern, such as failure to perform required maneuvers within markers, is not a disqualification. But will be scored accordingly and will be a dropped at least 1 ribbon placing.

REINS, TACK, DRESS

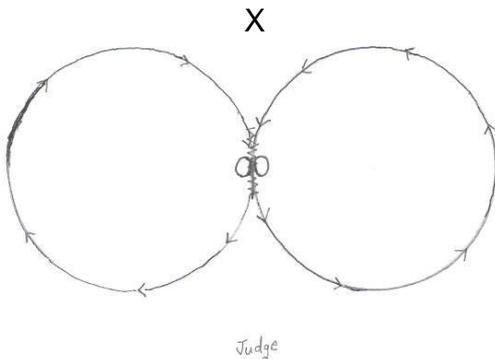
Shall be the same as for any judged event with the exception of leg protection, i.e., splint boots and sliding boots are permitted.

Large reining pattern copies suitable for posting at the horse show are available as Appendix C in the back of this rule book. Show managers should add the procedure description to the larger picture as needed.

4-H REINING PATTERN #1 (Juniors)

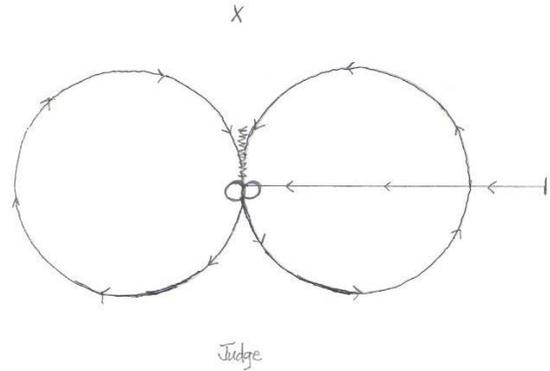
Walk to center of arena facing the judge or the left wall.

1. Beginning on a right lead, lope a small, slow circle.
2. Change leads at the center of the arena.
3. Lope a small, slow circle to the left.
4. Do a sliding stop in the center of the arena
5. Complete one full spin left.
6. Complete one full spin right. Hesitate.
7. Back Horse a minimum of ten feet.



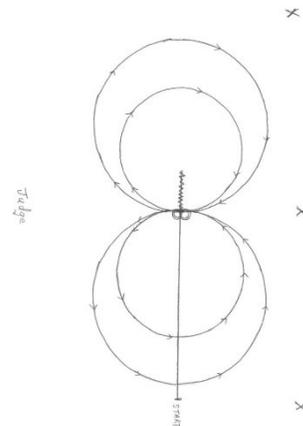
4-H REINING PATTERN #2 (Juniors)

1. Lope up the middle of the arena, at the center do a sliding stop.
2. Complete one and one quarter spins left.
3. Complete one full spin right.
4. Beginning on a right lead, complete one small slow circle to the right, change leads at the center of the arena.
5. Lope a small, slow circle to the left.
6. Stop in the center of the arena and back at least ten feet.



4-H REINING PATTERN #3 (Intermediate)

1. Run up the middle of the arena, past the center marker and do sliding stop.
2. Back to the center of the arena or at least ten feet. Hesitate
3. Complete two full spins to the right.
4. Complete two and one quarter spins to the left so that horse is facing the left wall or fence.
5. Beginning on a left lead, complete two circles to the left: the first circle small and slow; the next circle large and fast. Change leads at the center of the arena.
6. Complete two circles to the right: the first circle small and slow; the next circle large and fast.
7. Stop in the center of the arena.

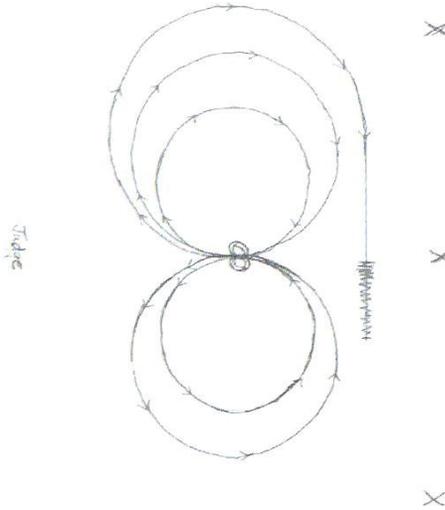


4-H REINING PATTERN #4 (Intermediate)

Go to the middle of the arena facing the judge.

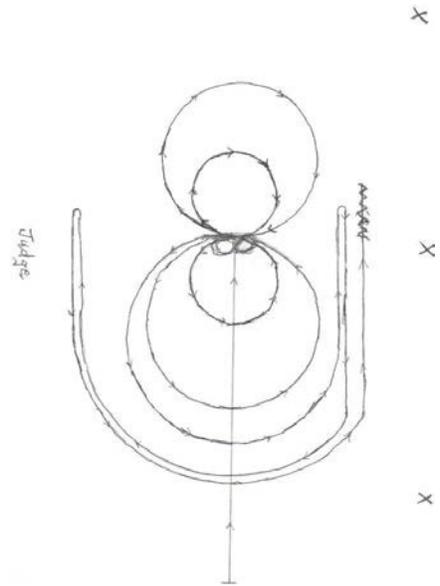
1. Beginning on the left lead, complete two circles to the left: the first circle large and fast, the second small and slow.
2. Stop in the center of the arena. Complete two full spins to the left.
3. Beginning on a right lead, complete two circles to the right: the first circle large and fast, the second circle small and slow.
4. Stop in the center of the arena. Complete two spins to the right.

5. Beginning on a right lead, begin a large fast circle to the right. Do not close the circle. Run down the right arena fence, staying at least twenty feet from the fence, past the center marker.
6. Do a sliding stop and back horse at least ten feet.



4-H REINING PATTERN #5 (Seniors)

1. Run to the center of the arena and do a sliding stop.
2. Complete two full spins to the right.
3. Complete two and one quarter spins to the left so the horse is facing the judge. Hesitate.
4. Beginning on a left lead, complete two circles to the left: the first circle large and fast, the second circle small and slow.
5. Change leads at the center of the arena and complete two circles to the right: the first circle large and fast, the second circle small and slow.
6. Change leads at the center of the arena. On a left lead; begin a circle to the left, do not close the circle.
7. Lope around arena past the center marker and do a right rollback staying at least twenty feet away from the arena fence.
8. Run back around the previous circle, but do not close the circle. Lope up the fence past the center marker, do a left rollback staying at least twenty feet away from the arena fence.
9. Lope back around past center marker. Do a sliding stop and back up at least ten feet.

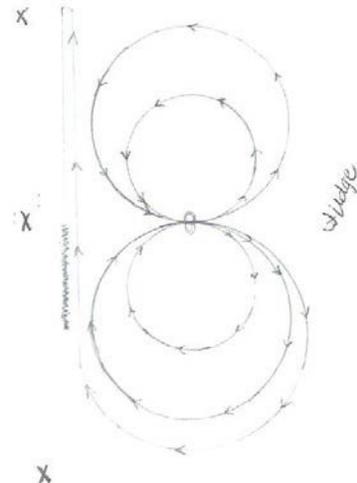


4-H REINING PATTERN #6 (Seniors)

Walk to the center of the arena facing the judge, left fence.

1. Complete two full spins to the right.
2. Beginning on a right lead complete two circles to the right: the first circle large and fast; the second circle small and slow. Stop in the center of the arena.
3. Complete two full spins to the left.
4. Beginning on a left lead, complete two circles: the first circle large and fast; and the second small and slow.
5. Change leads at the center of the arena. On a right lead, start a circle to the right but do not close this circle.
6. Run down the wall to the end marker. Complete a rollback to the left staying at least twenty feet from the arena fence.
7. Run down past the center marker. Do a sliding stop and back up at least 10 feet.

NOTE: Seniors are given full credit only for flying lead change.



BAREBACK EQUITATION

SCORECARD FOR REINING PATTERN

Reining Performance

The following shall be faulted:

Failure to go beyond markers on stops or rollbacks; break of gait; holding saddle or touching horse with free hand; 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 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.

To assist judges in judging the reining event, a scorecard similar to AQHA and/or NRHA has been adapted and is found as Appendix A at the end of this Rule Book. (No D.Q for broken pattern but ribbon drop will be applied).

An additional help, "Judging the Reining Horse" by Dr. Patricia Evans can be found under Educational Materials on the Utah4Hhorse.org web site.

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 forward.

Attire and bridle should be the same as any Western performance event. No saddle is permitted.

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

SCORING

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.

Any exhibitor falling from the horse during the class will receive an orange ribbon, but no re-ride.

For a description of Basic Position see Position in Motion, in the Western Horsemanship section.

SCORECARD FOR BAREBACK EQUITATION

| | |
|---|-----------|
| Suitability | 5 |
| Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance. | |
| Appointment of Horse and Rider | 10 |
| Horse, rider's clothes and all equipment should be clean, serviceable and safe. Horse should be properly trimmed. | |
| Seat | 25 |
| Rider will be faulted for excessive body motion, poor posture, failure to maintain a secure seat. | |

| | |
|--|------------|
| Hands | 20 |
| 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 | 20 |
| Should be quiet and secure. Faults will include motion in legs, excessive spurring, loss of contact with horse. | |
| Control | 20 |
| 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 over-all performance. | |
| TOTAL | 100 |

4-H WESTERN RIDING CLASS

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

Western equipment or appointments of the horse will be the same as for all judged events.

Attire shall be the same as for any judged event.

While horse is in motion, rider's hands shall be clear of horse and saddle. Spurs shall not be used forward of the cinch.

CLASS ROUTINE

Development of the rider and horse is a main objective of the 4-H Horse Program; therefore, Western Riding patterns will progress in degree of difficulty in relation to age of exhibitors. These patterns progress in degree of difficulty and are suggested to help save time and build a solid Western Riding horse.

For Senior exhibitors, flying lead changes will receive more credit than simple lead changes, but simple lead changes will be allowed. For Junior and Intermediate exhibitors, simple lead changes will be given full credit.

Speed should not be increased after the last marker. A collected smooth stop is required, not a sliding stop.

PATTERN DESCRIPTION

1. The small circles represent cones (buckets or kegs could also be used). These should be separated by a uniform distance of 30-50 feet on the side with five cones. See diagram.
2. Cones are also placed to the side of the pattern to indicate where the exhibitor will walk and then jog (Juniors and Intermediates). See diagram.
3. The rectangle represents an obstacle (one small log at least 8 feet long) just high enough to break the animal's stride.
4. The long and sometimes twisting line indicates the direction to travel and gaits at which horse is to move. The dotted line (...) indicates the walk, dash - (----) the jog, and solid line (___) the lope. The recommended lead changing point is equal to 1 stride length before or after the center point between cones. (See diagram which follows.)
5. The exhibitor will put the horse through the routine as indicated by the pattern. On completion, exhibitor will stop and back horse as indicated. At judge's discretion - Walk horse to judge for inspection and dismissal.
6. Jumping or knocking over cones will be penalized one placing, blue to red or red to white. A broken pattern will be a drop in at least one ribbon placing.
7. Juniors and Intermediates will be given full credit for simple lead changes.

The judge will select one of the patterns to be performed. The judge is responsible for the pattern being correctly set.

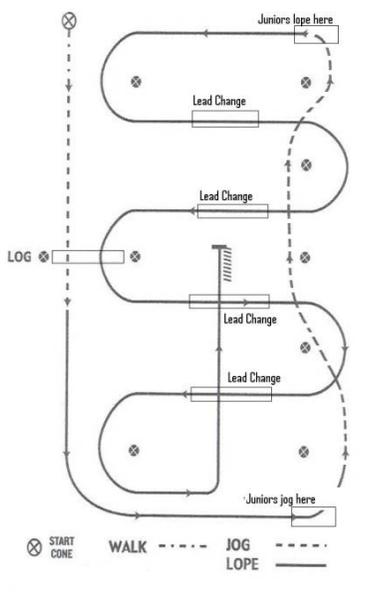
On the pattern, the eight small circles represent cones which are recommended. These should be separated by a uniform measured distance of not less than 30 feet (9 meters) no more than 50 feet (15 meters) on the sides with 5 cones (see diagram). In pattern one, the three cones on the opposite side should be set adjacent to the appropriate cones. It is

recommended that cones be set a minimum of 15 feet (4 ½ meters) from the fence and with 50 to 80 foot (15 to 24 meters) width in the pattern, as the arena permits.

A solid log or pole should be used and be a minimum of 8 feet (2.5 meters) in length.

The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The marked area represented in Appendix B demonstrates the proper lead changing area between the cones.

GREEN WESTERN RIDING PATTERN 1
Please refer to Appendix B for a larger version.



The dotted line (...) indicates walk, the dash (-.-) jog, and the solid line (-) lope.

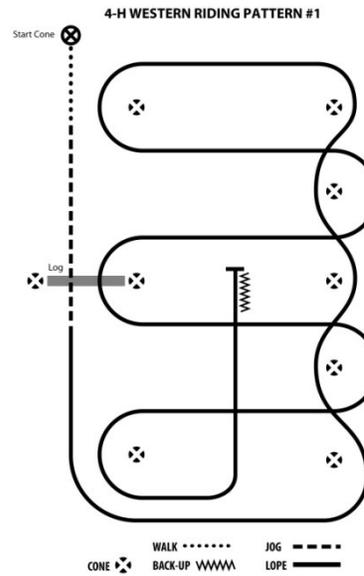
A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk.. The

on-deck exhibitor should not go to the start-cone until the contestant on pattern has cleared the working area by the start-cone for the final time.

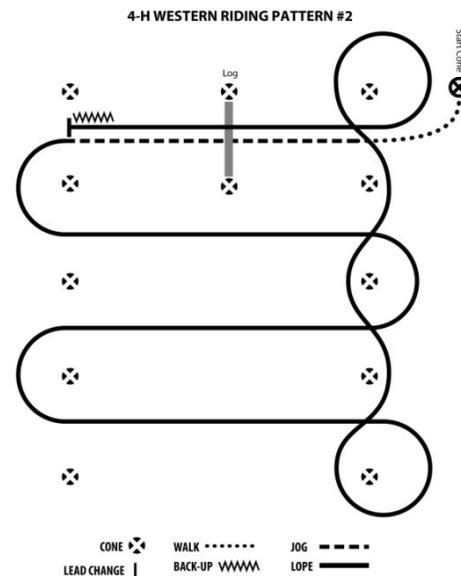
4-H WESTERN RIDING PATTERN #1

Seniors performing Flying lead changes will receive more credit than simple lead changes. Intermediates and Juniors will receive full credit for simple changes.

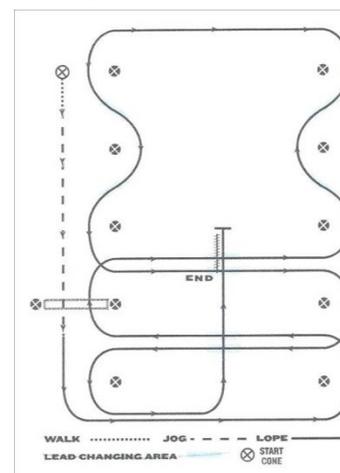
WESTERN RIDING PATTERN I



WESTERN RIDING PATTERN II



WESTERN RIDING PATTERN III



SCORECARD FOR WESTERN RIDING

GREEN WESTERN RIDING

1. The purpose is to create an entry level division in the western riding discipline that places emphasis on movement and quality of lead change while allowing for leniency in assistance from the exhibitor, while still rewarding softness and willingness. Credit will be placed on smoothness, even cadence of gaits and the horse's ability to change leads precisely and easily through simple changes.
2. Horses, regardless of their age, may be ridden with one hand and a standard western bit as approved by the AQHA equipment rules.
3. Acceptable attire for 4-H Green Western Riding will be a certified equestrian helmet, western boots, western style belt (optional), western style long-sleeved shirt, vest or jacket (optional) and western style long pants.

WESTERN RIDING

1. Western Riding is an event where the horse is judged on quality of gaits, lead changes, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving. Acceptable attire for 4-H Western Riding will be a certified equestrian helmet, western boots, western style belt (optional), western style long-sleeved shirt, vest or jacket (optional) and western style long pants.
2. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, through simple or flying changes as dictated by group requirements. at the center point between cones. In order to have balance, with quality lead changes, the horse's head and neck should be in a relaxed, natural position It should not carry its head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. The horse should show responsiveness to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

3. Scoring will be on a basis of 0-100 with 70 denoting an average performance.
 - a. Scoring guidelines: points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
 - b. Lead changes: Juniors and Intermediates will be given a maneuver score based on a plus 1.5 to minus 1.5 for each simple change. Seniors who perform flying lead changes will be given a maneuver score of plus 1.5 to minus 1.5; however Seniors who perform simple changes will not be credited so each simple change will receive a score 0 (average) to minus 1.5.
 - c. A contestant shall be penalized each time the following occur:

One-half (1/2) point

- tick or light touch of log
- hind legs skipping or coming together during lead change
- non-simultaneous lead change (Front to hind or hind to front) when attempting a flying change.

One (1) point

- hitting or rolling log
- out of lead more than one stride either side of the center point and between the cones
- splitting the log (log between the two front or two hind feet) at the lope

Three (3) points

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

Five (5) points

- out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties).
- blatant disobedience including kicking out, biting, bucking and rearing
- illegal equipment
- willful abuse
- off course
- knocking over markers
- completely missing log
- major refusal - stop and back more than 2 strides or 4 steps with front legs
- major disobedience or schooling
- failure to start lope prior to end cone in patterns #1 and #3

Disqualified - 0 score

Credits

- changes of leads, hind and front simultaneously
 - change of lead near the center point of the lead change area
 - accurate and smooth pattern
 - even pace throughout
 - easy to guide and control with rein and leg
 - manners and disposition
- d. The following characteristics are considered faults and should be judged accordingly in maneuver scores
- opening mouth excessively
 - anticipating signals
 - stumbling
 - head carried too low (tip of ear below the withers)
 - over-flexing or straining neck in head carriage so the nose is carried behind the vertical
 - excessive nosing out

TRAIL HORSE

4-H clubs are encouraged to make use of a 4-H video tape entitled "4-H Trail Class" to help explain how to perform in this event and what the judge will be looking for.

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.

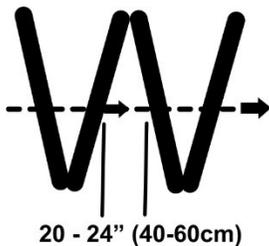
Only two trials per obstacle are permitted. If refused on the second attempt, exhibitor should advance to the next obstacle. Stepping back from, or circling at an obstacle is considered a refusal.

Exhibitors will be judged on how smoothly and efficiently horse and rider meet and complete each obstacle. There will be an automatic ribbon reduction for skipping obstacles. Horses are to be shown over and through six obstacles to be selected from the following list:

POTENTIAL OBSTACLES

1. Seniors will ride horse into a barrier of logs or lime, dismount, ground tie, walk a circle completely around the barrier without looking at horse, retrieve horse, remount and back out of barrier. After dismounting, and before proceeding to walk around barrier, reins MUST be dropped straight down. Reins must be dropped straight down and inside of the barrier of logs or lime. If romel reins are used one side of the rein MAY be detached from bit. Exhibitors in Junior and Intermediate divisions are not required to remount.
2. Opening, passing through and closing gate on horseback. One hand must remain in contact with gate at all times, preferably go through by pushing gate away.
3. Walk, jog or lope over at least four logs. Logs should be 4 to 6 inches in diameter and 6 to 10 feet long. Walk overs are spaced no less than 20 to 24 inches apart. Jog overs measure 36 to 42 inches apart, and lope overs measure 6 to 7 feet between poles.
4. Ride 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.

5. Ride through and then back through a 135 degree shaped log course. Logs are to be placed not less than 30 inches apart and must be at least 8 feet long. Horse's back feet must clear the end of the logs before starting back.
6. Drag a log 10 feet. (Wrap rope around saddle horn one time only.) Exhibitors under 12 should not be required to do this obstacle. Pull on log with a tight rope by going forward, not backing. Juniors will not be required to do this obstacle.
7. 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).
8. Back horse through "L" shaped log course. Logs must be at least 30 inches apart. Pattern begins at long part of "L". Horse must not go forward through "L".
9. Pick up slicker, raincoat, or other clothing article and place across pommel. Rider should not let go of reins while attempting this obstacle.
10. Lay four logs, each 6 to 8 feet long, in a square. Enter the square by stepping over log at designated side. When all four feet are inside, the rider will do a 360 degree turn (right or left), pause and depart by stepping over log immediately opposite side of entry.
11. 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.
12. Walk over slanted poles set in "W" pattern. Diameter of poles must not be over 6 inches. Poles should be at least 8 feet in length. Width of "W" should be 20-24 inches at center as per AQHA standards.
14. Side pass both ways over log approximately 8 feet long. The 4 to 6 inch diameter log may be placed on the ground or elevated to the maximum height of 12 inches.



SCORECARD FOR TRAIL HORSE

| | |
|---|-----------|
| Appointment of Horse and Rider | 10 |
| Horse, rider's clothes, and all equipment should be clean, serviceable and safe. Horse should be properly trimmed. | |
| Performance (10 points per obstacle) | 60 |
| 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 bit or kick. | |
| Total | 70 |

TEAM GROOMING

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 animal. 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 animal. 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.

SCORECARD FOR TEAM GROOMING

| | |
|---|------------|
| Grooming | 30 |
| Actual method team used in their efforts to completely clean, trim and “slick-off” horse to show. | |
| Team Work | 15 |
| Do all team members try to do everything, or does each member have its own task to perform to complete total job in time allowed? | |
| Oral Questions | 20 |
| Questions concerning fitting and grooming horse. Oral answers by one member of team after group consultation. | |
| Equipment | 10 |
| Did team have the proper equipment for task? | |
| Safety | 15 |
| An important factor in working around horse. | |
| Showmanship | 10 |
| Judging one team member on ability to show horse team has groomed, and on personal appearance. | |
| TOTAL | 100 |

LONGE LINE

Horses or ponies may be any age.

Horses are to be properly groomed to show. Horses must be kept under control at all times. If not, judges may deem it necessary to disqualify exhibitor and horse.

CLASS ROUTINE

Exhibitors shall show their horses individually. Exhibitor shall enter arena and proceed at once unless they specifically desire a 3-minute warm-up.

Horse is to be longed from a sturdy halter or longeing cavesson. Bridle with snaffle bit and side reins is acceptable.

Whips are optional but a valuable longeing aid.

Horse shall work easily and freely (without pulling) at a distance of 20-30 feet from exhibitor.

Exhibitors are to longe their horses at a walk, jog, and lope in both directions approximately four times around at each gait. Exhibitors will be judged on their horse’s manners and responsiveness to amount of control, and general methods used in training.

Exhibitors will dress in appropriate Western or English attire.

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 ROUTINE

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 horses control and willingness to work.

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

TEAM RIDING

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

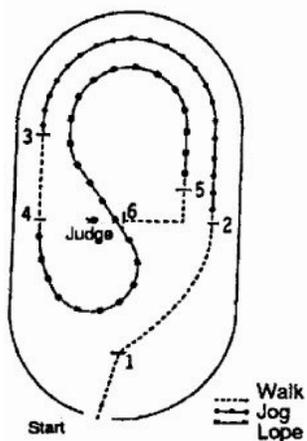
In order to earn maximum score on uniformity, it is recommended that all three riders on each team ride the same seat, either hunt, saddle, dressage or stock.

SCORECARD FOR TEAM RIDING

| | |
|---|-----|
| Precision | 40 |
| Ability of team to perform together in unison over prescribed course. | |
| Equitation | 30 |
| Seat, hands, position and general appearance of riders. | |
| Appearance of Horses | 20 |
| Horse, rider's clothes and all equipment should be clean, serviceable and safe. Horses should be properly trimmed. | |
| Uniformity | 10 |
| Similarity of mounts (as to size and type) and appointments. | |
| Total | 100 |

TEAM PATTERN

Judging will be based upon the following 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. (cont...)
- 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.

Section 4 TIMED EVENTS

Timed events provide opportunity for youth and horses with other than showing ability to demonstrate their skill in competitive timed events. These events show skill, precision, and horsemanship when executed properly.

BRIDLES — Any kind of bridle is permissible in timed events as long as it does not cause harm to horse or rider. Mechanical hackamore, tiedowns, roping reins, etc., are all permissible.

SADDLES — Western saddles are to be used.

ATTIRE — 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. Silkscreened or embroidered emblems are also permitted and **MUST** include all colors and the complete logo of the 4-H patch.

WHIPS, BATS AND SPURS — In as much as some horses perform better with use of a bat instead of spurs or sometimes spurs instead of a bat, both kinds of equipment are allowed in timed events. A rope attached to the saddle horn to be used as an over and under rope is also permissible. Abusive use of bats forward of the cinch, spurs, whips, reins or over and under rope will result in disqualification and the awarding of an orange ribbon.

TIMING

- 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 horses' nose crosses the finish line. At least two stop watches will be used during each event. It is recommended that all contests use electric timers with at least one back up stop watch. Timers should be set as close to the arena fence as possible. State contests must use electric timers.
- 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, i.e., barrel racing, pole bending, stake race, etc., knocking over obstacles or touching obstacle with hand in an attempt to prevent it from tipping over, will result in a 5 second penalty per obstacle.
5. Any exhibitor falling from the horse within the pattern of a timed event will receive an orange ribbon and disqualification, but no re-ride.
6. Any equipment (tack) failure in any event resulting in the rider's inability to complete the event shall receive an orange ribbon and disqualification, but no re-ride.
7. Rider must have his/her horse under control as it enters the arena, and must pause or circle before starting the pattern. There will be no running starts through the gate. The gate must be closed before rider starts the pattern. Failure to comply will result in a five (5) second penalty.
8. 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.
9. If contestant fails to enter arena after two attempts, contestant will be excused and no run will be allowed.
10. A broken pattern is a disqualification and always earns an orange ribbon (not doing an obstacle/ maneuver or in correct order is a broken pattern). However, a pattern will not be considered broken if the horse and rider:
 - a) do not prematurely cross the finish line;
 - b) retrace steps to point of going off pattern, and
 - c) then complete the correct pattern.

11. If necessary, an adult can lead a horse into the arena but may not encourage the horse to run, or 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.

12. Abusive use of bats, spurs, whips, reins, or over and under rope will result in disqualification and the awarding of an orange ribbon.
13. Raking arena will be done around timed event obstacles, not to exceed ten (10) runs, depending on ground conditions.
14. In speed event DANISH SYSTEM ribbons will be awarded as follows: Using a natural break, 1/3 blue, 1/3 red, and 1/3 white ribbons.

POLE BENDING

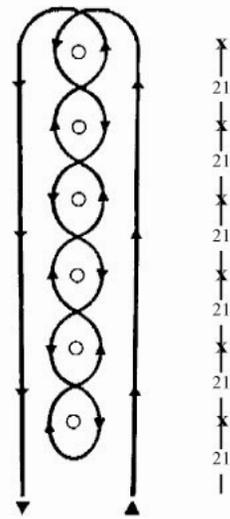
The pole bending pattern is run around six poles. Each pole is 21 feet apart. First pole is 21 feet from starting line.

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

Horse may start either to the right or to the left of first pole and then run remainder of pattern accordingly. Knocking over a pole or touching a pole with hand in an attempt to prevent it from tipping over will result in a 5 second penalty per obstacle.

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

Poles will not be set upright until run is completed.



BARREL RACING

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.

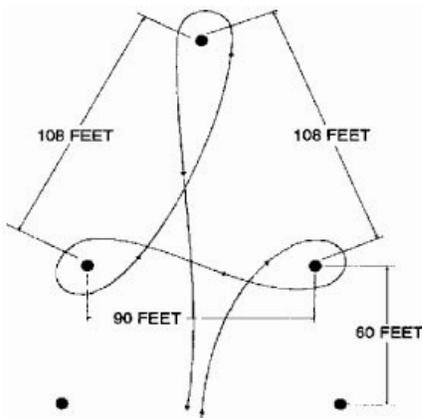
Adjustment may be made to accommodate size of arena.

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.

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

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.

A broken pattern always earns an orange ribbon.



SCURRY

The event is a combination of jumping and speed and is exciting when it has been carefully practiced before any speed is applied.

Course consists of six jumps 16 inches high and at least 6 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). Participants may run either direction, but must come back on the opposite side of going down.

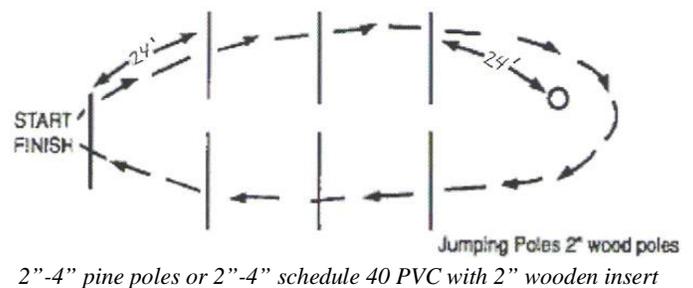
Exhibitor may jump right or left hand jumps going down, but must then jump the opposite side coming back.

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 pole 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.

Only Western equipment may be used. Helmets are required. Only two refusals per jump will be allowed before disqualification.

Scurry equipment shall consist of 12 "Blok" training system blocks. Cross poles 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 cross pole. A 55 gal drum should be used for end marker. Do not use light weight PVC pipe.

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



KEYHOLE RACE

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

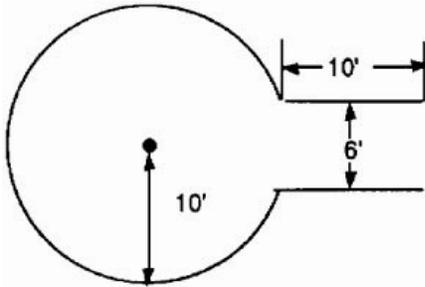
Length of lane—10 feet

Starting line and outline of keyhole is usually marked with lime.

Five second penalty per foot will be imposed when horse steps on or over any white line marking the keyhole.

Procedure—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 out open end. Horses not entering through or leaving through straight portion will be disqualified.

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



QUADRANGLE STAKE RACE

The course is laid out as a 75 foot square with a stake at each corner.

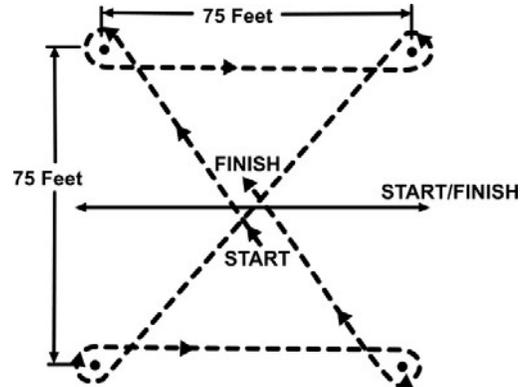
Stakes shall be set on top of the ground, 6 feet in height and with a base approximately 14 inches in diameter.

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 poles. If the line is crossed outside of the two poles it will be a disqualification. You must go through the two poles in a forward motion. To back through will be a disqualification.

A running start is permitted. Time starts as horse's nose passes between the two center stakes. Horse shall make a left turn around each of first two stakes and a right turn around each of the last two stakes, and finish course by running between center stakes.

Pattern may be performed only as drawn—no reverse patterns. A broken pattern always earns an orange ribbon.

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.



GYMKHANA GIG

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

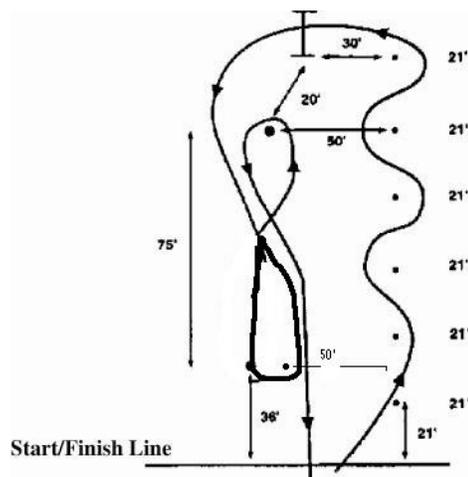
Equipment to be used: Six regulation poles, two regulation scurry jumps placed end to end to make one jump 12 feet long, and two 55 gallon barrels.

Set up: six poles at the right of the course, 21 feet from the starting line and 21 feet apart; a scurry jump in the center, 30 feet to the left of the last pole; and 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 ft. from pole line. (See pattern following).

The rider crosses the starting line, passes the first pole, and starts weaving with second pole. The rider weaves through all the poles, jumps the scurry, passes to the left of the first barrel, turns left between the barrels, turns the second barrel to the right, again passes between barrels, and picks up the first barrel, circling to the left (forming a figure eight), and then between the barrels and across finish line. Knocking over any of the poles or 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.

A broken pattern always earns an orange ribbon.

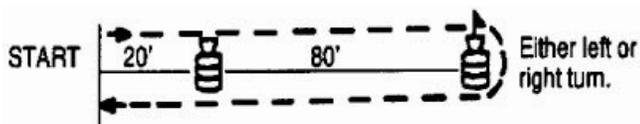


FLAG RACE

Equipment required: Two 55 gallon drums; two 5 gallon buckets filled with sand 3"-5" from the top of the bucket; and 2 white cotton flags 12 x 12 inches in size, attached to a 1/2 or 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.

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

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



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

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

Section 5 TWO HANDED

There will be three contestant age groups — Junior, Intermediate and Senior (rules for age groups 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.

Events will include: Test (mandatory); Showmanship at Halter (mandatory); Western Pleasure; Western Equitation and Trail.

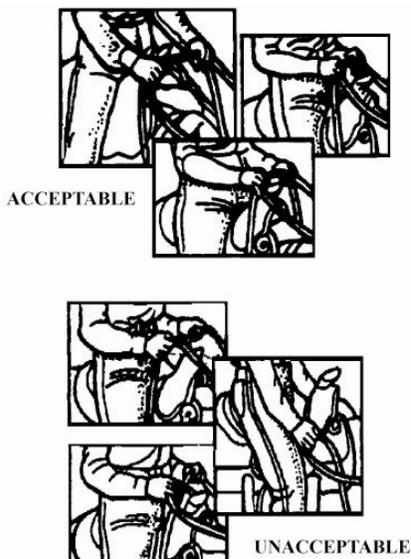
The purpose of these classes is to give 4-Her's an opportunity to exhibit a young horse they have trained. It is intended that the 4-Her be responsible for the primary training effort assisted by individuals with experience starting colts. After training, in a snaffle or hackamore, the horse will be able to progress to a 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 that rides the horse until all events are complete. Violations of this rule will result in disqualification from the show in its entirety.

CLASS RULES

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. 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 only with a bosal. 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.



Attire — the same as any Western Performance Class.

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

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 AQHA legal snaffle bit rule will be that accepted snaffle bit rule for Utah 4-H. The inside circumference of the ring must be free of attachments which would provide leverage. No twisted wire snaffles.

TWO HANDED PLEASURE

CLASS ROUTINE

Horses will be shown at a walk, jog and lope, on a reasonably loose rein or light contact without undue restraint. Horses must work both ways of the ring on all three gaits. They are required to back easily and stand quietly.

JUDGING

The horse is being judged to determine the excellence of training done by the 4-Her. The following are to be considered faults and judged accordingly, but not cause for disqualification: Being on the wrong lead; excessive speed (any gait); excessive slowness (any gait); breaking gait; poor transitions; touching horse or saddle with hand; head carried too low or too high; opening mouth excessively; and excessive use of spurs. Unsound horses shall be dismissed.

SCORECARD FOR TWO HANDED PLEASURE CLASS

| | |
|---|-----------|
| Suitability | 5 |
| Compatibility of horse and rider. | |
| Appointment of Horse and Rider | 10 |
| Horse, rider's clothes and all equipment should be clean, serviceable and safe. | |
| Horse should be properly trimmed. | |
| Walk | 25 |
| Should be flat footed and ground covering, with horse showing good attitude. Nervousness, jiggling and breaking gait will be faulted. | |
| Jog | 25 |
| Should be an easy riding, two-beat gait, with good rhythm and consistency. It is square and balanced with a straight forward movement of the feet. Constant breaking of gait will be faulted. | |

Lope 25

An easy rhythmic three-beat gait always performed on the correct lead. Horses traveling at a four-beat gait are not considered to be performing the required gait. The horse should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is a natural way of going. Excessive speed will be faulted.

Back 10

Horse should stand quietly before being backed, and then exhibit proper flexion when performing a smooth, steady and straight back. Faults will include throwing head, gaping mouth, pulling at the reins and rearing.

TOTAL 100

TWO HANDED TRAIL HORSE

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.

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

Gait between obstacles shall be at discretion of 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 trials per obstacle are permitted. If refused on second attempt, exhibitor must advance to the next obstacle. Stepping back from, or circling at an obstacle is considered a refusal.

Exhibitors will be judged on how smoothly and efficiently horse and rider meet and complete each obstacle. Automatic ribbon deduction for skipping obstacles.

Horses are to be shown over and through five obstacles to be selected from the following list:

POTENTIAL OBSTACLES—2-HANDED

1. Seniors will ride horse into a barrier of logs or lime, dismount, ground tie, walk a circle completely around the barrier without looking at horse, retrieve horse, remount and back out of barrier. After dismounting, and before proceeding to walk around barrier, reins **MUST** be dropped straight down. Reins must be dropped straight down and inside of the barrier of logs or lime. If romel reins are used one side of the rein **MAY** be detached from bit. Exhibitors in Junior and Intermediate divisions are not required to remount.
2. Walk, jog or lope over at least four logs. Logs should be 4 to 6 inches in diameter and 6 to 10 feet long. Walk overs are spaced no less than 20 to 24 inches apart. Jog overs measure 36 to 42 inches apart, and lope overs measure 6 to 7 feet between poles.
3. Ride over wooden bridge. Bridge must be at least 36 inches wide, 6 to 10 feet long, not more than 8 inches at the highest point, and should not be a rocking bridge.
4. Ride through and then back through a 135 degree shaped log course. Logs are to be placed not less than 48 inches apart, and must be at least 8 feet long. Horse's back feet must clear the end of the logs before he can start to back through the pattern.
5. Carry object from one part of arena to another. Horse must travel at least 20 feet with object, and object must be able to be carried with both hands on reins.
6. Lay four logs, each 6 to 8 feet long, in a square. Enter the square by stepping over log at designated side. When all four feet are inside, the rider will do a 360 degree turn (right or left), pause, and depart by stepping over log immediately opposite side of entry.
7. Walk over slanted poles set in "W" pattern. Diameter of poles must not be over 6 inches. Poles should be at least 8 feet in length. Width of "W" should be 20-24 inches at the center as per AQHA standards.

8. Side pass both ways over log approximately 8 feet long.
9. Lime circle, requiring either: a) Turn on the forehand with front feet inside and back feet turning on the outside of circle; or b) Turn on the haunches with hind feet inside and front feet on the outside of circle.
10. Back horse through “L” shaped log course. Logs must be at least 36 inches apart. Pattern begins at long part of “L”. No need to walk through.

SCORECARD FOR TRAIL HORSE— TWO HANDED

| | |
|---|-----------|
| Appointment of the Horse | 10 |
| Performance | 50 |
| Horse should: | |
| Have a smooth performance at each obstacle. | |
| Be responsive to rider’s aids. | |
| Be under control at all times. | |
| Stand quietly when mounted or dismounted. | |
| Not throw head, fight bit or kick. | |
| TOTAL | 60 |

Two Handed Western Equitation

Western Equitation Contest rules will be used for this contest with the exception of tack appropriate for a Two Handed class.

Section 6

PERFORMANCE CLASSES — ENGLISH

ENGLISH PERFORMANCE — HUNTER

At the English Show each class will be placed on the DANISH SYSTEM (Blue, Red, White and Orange) and place the top five. Exhibitors will not be placed in age groups, but will be placed according to ability.

- Cricket – to trot over poles on ground. (If can be arranged - crickets will be allowed to go over poles on ground/or jumps not to exceed 12 inches, on cross country course. Event will be untimed)
- Grasshopper – jumping up to 18 inches
- Pre-Novice – jumping up to 2 feet
- Beginner Novice – jumping up to 2 feet 6 inches
- Novice – jumping up to 2 feet 9 inches

BRIDLES with regulation snaffles, and full bridles, all with cavesson nosebands (see illustration on page 15). If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. No flash, dropped or figure eight nosebands are allowed.

MARTINGALES are not allowed in flat classes. In Hunter over fences classes, a standing martingale is permitted. A running martingale is to be considered “unconventional” and may or may not be penalized.

BOOTS OR WRAPS are prohibited in Hunter classes. If weather is inclement, contest officials may permit the use of bell boots

SADDLE — An English type saddle is required. Dressage style saddles are not to be permitted in any over fences classes.

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

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

ENGLISH PERFORMANCE – STADIUM/CROSS COUNTRY.

BRIDLES with regulation snaffles, and full bridles, all with cavesson nosebands (see illustration on page 15). If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. Flash, dropped or figure eight nosebands are allowed.

MARTINGALES Standing Martingales are allowed. A running martingale that is not fixed may be allowed in Cross Country.

BOOTS OR WRAPS allowed.

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

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

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

ENGLISH PERFORMANCE—DRESSAGE

WHIP — One whip no longer than 3 feet including the lash may be carried except for classes ridden for Combined Training.

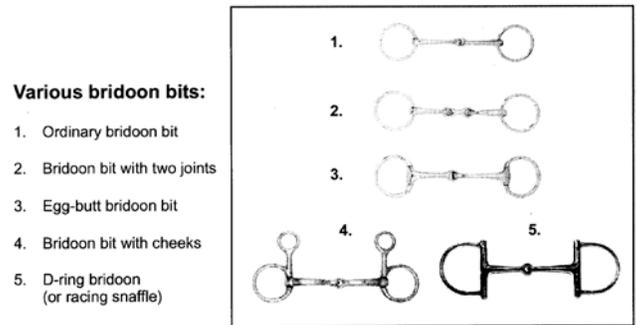
SPURS Of the unrowled type are acceptable not to exceed 1 ½” in length.

BITS –

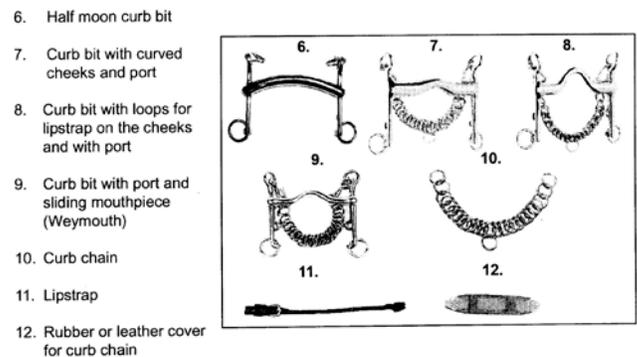
An English snaffle (no shank), kimberwick, all with cavesson nosebands and plain leather brow bands must be used.

- a. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces must be between 5/16” to ¾” (8 mm to 20 mm) in diameter, measured 1” (25 mm) from the cheek and may have a port no higher than 1 ½” (40 mm). They may be inlaid, synthetic wrapped, including rubber or plastic or incased, but must be smooth. On broken mouthpieces only, connecting rings of 1 ¼” (32 mm) or less in diameter or connecting flat bar of 3/8” to ¾” (10 mm to 20 mm) measured top to bottom with a maximum length of 2” (50 mm), which lie flat in the horse’s mouth, are acceptable. Snaffle bit rings may be no larger than 4” (100 mm) in diameter. Any bit having a fixed rein requires use of a curb chain. Smooth round, oval or egg-shaped, straight bar or solid mouthpieces are allowed.
- b. Bits of any style (snaffle, kimberwick) featuring mouthpieces with cathedrals, donuts, prongs, edges or rough, sharp material shall be cause for elimination. Square stock, metal wrapped or polo bits shall be cause for elimination. If a Correction bit is used, the chain must be at least ½” (5 mm) in width and lie flat against the jaw of the horse.

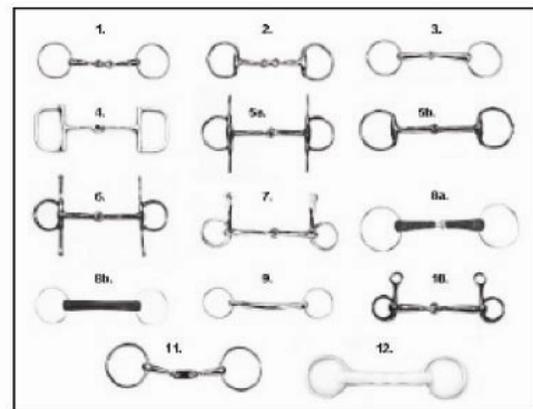
Permitted Bridoon Bits



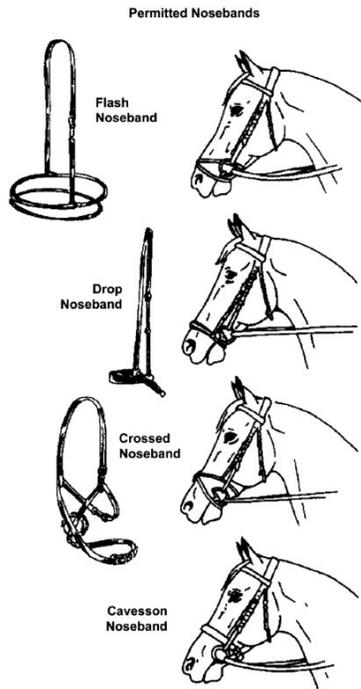
Various types of curb bits:



SADDLE — An English type saddle with stirrups must be used.



BRIDLE — A plain snaffle bridle is mandatory along with the use of any of the following nosebands: a regular cavesson, a dropped noseband, a flash noseband, or Figure 8 made entirely of leather.



MARTINGALES of any kind are not allowed.

BOOTS AND BANDAGES are not permitted.

In over fences classes an exhibitor will compete at the same height in all classes at any given contest. Exhibitors will be evaluated for over fences classes and assigned an appropriate level by an approved evaluator. To jump a lower course the exhibitor must be:

- a) using a different less experienced horse;
- b) given permission by an approved evaluator ;
- c) given permission by the 4-H volunteer chairperson of the county horse program.

A different horse may be used for English Performance than used for Western Performance.

PRESENTATION CLASS

Horse is shown in full tack, in hand. The exhibitor is to present the horse at a walk, trot, halt, square and pivot. The judge evaluates manners, presentation, cleanliness of both horse and tack and does a quick safety check of equipment.

Improper equipment can be corrected before the undersaddle classes.

HUNTER EQUITATION CLASSES

SCORING

Rider will have a workmanlike appearance conveying the impression of complete control.

HANDS

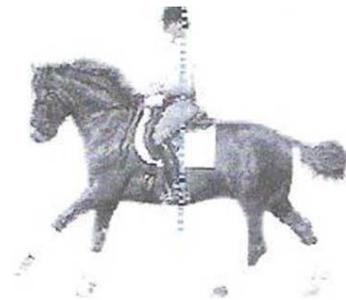
Quiet and soft maintaining light contact, over and in front of withers, knuckles 30 degrees inside the vertical, slightly apart and making straight line from horse's mouth to rider's elbow.

SEAT

Secure and balanced with a minimum of movement. Back should be flat and erect so body can be used to correctly influence gaits.

BASIC POSITION

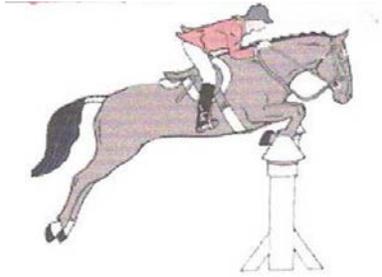
Eyes up and shoulders back, ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. There should be a straight line from the ear to the shoulder through the hip and to the heel (see diagram). Irons should be on the balls of the feet.



POSITION IN MOTION

At the walk, sitting trot and canter, body should be slightly in front of the vertical; while exhibiting the posting trot, the rider should rise in the post at the same time as the front leg on the rail. While cantering, the rider should have the horse leading with the inside leg. When jumping, the rider should rise off

the horses back and push their hands up the neck releasing pressure off the horses mouth and back (known as 2 point, see diagram). Upon landing the rider should assume proper equitation for the gait of the horse.



MOUNTING AND DISMOUNTING

To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in iron, toe in girth and mount. To dismount, rider should swing off leg over, kick other foot out and slide down. The size of rider and horse must be taken into consideration when evaluating mounts and dismounts.

HUNT SEAT EQUITATION — NOT TO JUMP

CLASS ROUTINE

Exhibitors will enter the arena and will be asked to perform a pattern (provided at the show) and may or may not be asked to execute additional rail work at the walk, trot, and/or canter. Pre Novice, Beginning Novice and Novice may be asked to perform rail work without stirrups.

SCORECARD FOR HUNT SEAT EQUITATION — NOT TO JUMP

Suitability

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

Appointment of Horse and Rider

Horse should be properly trimmed and presented.
Rider should be turned out in all proper hunt seat attire.

Tack should all be legal. Failure to do so will result in the dropping of a ribbon placing.

Seat

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

Hands

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

Legs

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

Pattern

Tests from which the judge may choose (considering the age and ability of exhibitors) include:

Hand gallop.

Figure eight at trot changing diagonals through the middle.

Figure eight at canter demonstrating simple change of lead through the middle.

Back.

Pull up and halt (4 to 6 seconds).

Turn on the forehand and/or haunches.

Counter canter (can be performed collectively on the rail also).

HUNTER SEAT EQUITATION — OVER FENCES

CLASS ROUTINE

Judging begins when horse enters arena. Exhibitor may circle once before approaching the first obstacle and then proceeds around course keeping an even pace through-out. Except for refusals, jumping faults of the horse are to be considered and penalized accordingly.

Any or all exhibitors can be called back to perform at walk, trot and/or canter or to execute additional work as suggested above.

COURSE REQUIREMENTS

1. Class must be held over at least six obstacles.
2. Classes will start at 18" cross rails and progress upward in 6" increments.
3. In 2' classes a change of lead is required.
4. In 2' 6" classes and above a change of lead and a combination are required.

SCORECARD FOR HUNTER SEAT EQUITATION — OVER FENCES

Suitability

Compatibility of horse and rider.

Unsoundness in any over fences class will be determined at the discretion of the show committee and judge, with final approval from the judge. The exhibitor will be excused from the class, and awarded an orange ribbon placement. The horse will then be retired for the remaining jumping classes for that show.

Appointment of Horse and Rider

Horse should be properly trimmed and presented. Rider should be turned out in all proper hunt seat attire. Tack should all be legal. Failure to do so will result in the dropping of a ribbon placing.

Seat

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

Hands

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

Legs

Should be quiet, secure and in constant

contact with horse. Faults will include motion in legs, excessive spurring, loss of contact with horse.

Position over Fences

Rider should be in two point position. Balanced with eyes up following the line of fences, hands should follow horse and release, back flat, legs secure directly under body and slightly behind girth, heels down and toes forward.

Control

An even rhythmic hunter pace shall be maintained throughout. Faults will include change of pace before or after a jump, inconsistency of gait between jumps.

WORKING HUNTER CLASSES

SCORING

All classes must be judged on the horse's performance, soundness, suitability and manners. Unsafe jumping and bad form over fences, whether touched or untouched, will be penalized. Circling once upon entering the arena and once upon leaving is permissible. All horses being considered for an award may be jogged for soundness with rider dismounted (exception: Hunter Hack).

Horse will be judged on an even pace, manners, and rider finesse together with faults and way of moving as well as possibly being trotted for soundness. Manners are to be emphasized. The performance starts as the exhibitor enters the arena and ends when he/she leaves.

WORKING HUNTER – ON THE FLAT

The horse should be judged on a workman attitude. Manners and way of going should be emphasized. The exhibitor may be asked to back. The exhibitor may be asked to walk, trot and/or canter both ways of the arena. An extended trot may be asked for. The horse should lengthen its stride without a change in pace. The overall appearance should present a well-rounded working type hunter.

SCORECARD FOR WORKING HUNTER – ON THE FLAT

Suitability

Compatibility of horse and rider.

Appointment of Horse and Rider

Horse should be properly trimmed and presented for the class. Rider should be turned out in all proper hunt seat attire. Tack should all be legal. Failure to do so will result in the dropping of a ribbon placing.

Manner of Going

Long, smooth, rhythmic strides throughout.

HUNTER HACK

CLASS ROUTINE

To be shown at a walk, trot and canter both ways of the arena. Horses are required to jump two obstacles (18", 2', or 2'6") and gallop one way of the arena (except exhibitors jumping 18

Light contact with the horses mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors.

SCORECARD FOR HUNTER HACK

Suitability

Compatibility of horse and rider.

Unsoundness in any over fences class will result in a disqualification and the presentation of an orange ribbon.

The horse will then be retired for the remaining jumping classes for that show.

Appointment of Horse and Rider

Horse should be properly trimmed and presented. Rider should be turned out in all proper hunt seat attire. Tack should all be legal. Failure to do so will result in the dropping of a ribbon placing.

Walk

Calm, active and ground covering.
Hind foot should pass over print left by the forefoot on the same side.

Trot

Two beat gait with even, elastic steps and good hock action. Hind feet should track into the front hoof prints.

Canter

Rhythmic three beat gait with impulsion coming from hind quarters. Four beat gait shall be faulted. If hand gallop is performed the length of stride is increased, the rhythm remains similar and the horse performs with no loss of calmness. This gait may only be asked for after performing the two jumps.

Back

Remains light on the bit and backs straight.

Jumping Form

Body curves smoothly over fences, forearms and knees raised above horizontal, legs remain level with each other. Faults include poor take off and landing, twisting body in the air, jumping flat with no arc, not jumping in the middle and straight across obstacle, touches, knock-downs, refusals.

4-H COMBINED TRAINING

A Combined Training event includes two or three tests from the following branches of equitation: dressage, endurance and jumping. It is recommended that horses be over 4 years old when entered in jumping classes.

The basis of the Combined Training Rules comes from the United States Equestrian Association (USEA) Rule Book and United States Eventing Association Rule Book. 4-H members, leaders, parents and event organizers are encouraged to consult the USEA Rule Book for further detail especially in regard to scoring.

Disqualification in one phase of 4-H Combined Training does not eliminate an exhibitor from participating in a succeeding phase. **HOWEVER, IF THE SAFETY COMMITTEE IN ONE PHASE RULES THAT AN EXHIBITOR IS UNSAFE TO CONTINUE TO A SUCCEEDING PHASE, THE EXHIBITOR WILL BE ELIMINATED THE COMMITTEE IS ENCOURAGED TO ELIMINATE UNSAFE COMPETITORS.**

UNAUTHORIZED ASSISTANCE

Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the exhibitor or of helping the horse will result in the disqualification of the exhibitor. This includes help with pace, obstacles, or any other difficulties between horse and rider. Applause and/or praise to a rider is considered acceptable if no help is offered. Unauthorized assistance will result in the rider being excused for the remainder of the class.

EXCEPTIONS

- A. After a fall or if an exhibitor dismounts, she/he may be assisted to catch the horse, to adjust the saddle, to remount or be handed any part of the saddle or equipment while dismounted or after remounting. Whip, headgear or eye wear may be handed to an exhibitor.
- B. At the start of Cross Country the exhibitor may be assisted by a third party.

HORSE TRIAL

Comprises three distinct tests — Dressage, Cross Country and Stadium Jumping.

COMBINED TEST

Comprises two of the three tests of a Horse Trial.

CLASSES

The Dressage Test may be placed and awarded ribbons separate from the Cross Country and Stadium Jumping. The Cross Country and Stadium Jumping are never regarded as individual classes. Penalties in these efforts are added to Dressage penalties to determine Combined Training placing.

ACCESS TO ARENA AND COURSES

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

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

The cross country course will be closed to all exhibitors on the same day. After that date and prior to the actual competition exhibitors may not jump any obstacle or ride close enough to show their horse the obstacle.

RED AND WHITE MARKERS

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

TIME

Optimum times for stadium jumping and cross country course will be determined and posted at the beginning of the show. Going too fast or too slow will be penalized.

TRACK

The course or track which the exhibitor will follow during cross country or stadium jumping to complete a round will be posted.

DRESSAGE

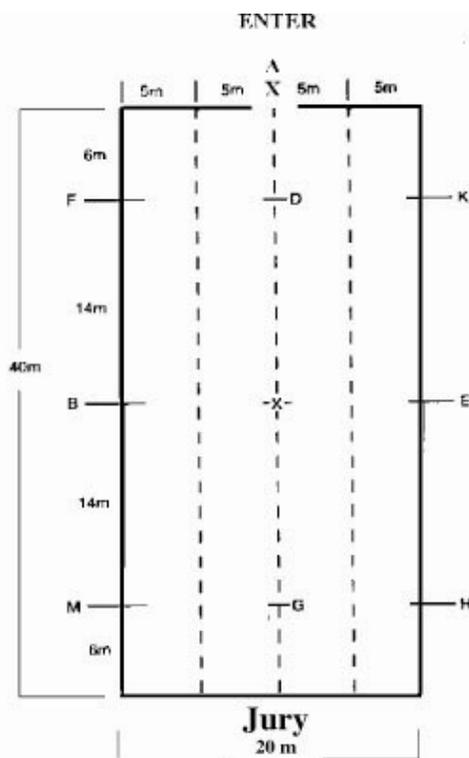
Dressage means training and teaches an understanding between horse and rider which develops a horse's physical and mental condition that improves the natural gaits. Dressage is contested at a number of increasing levels. The rules prescribed herein apply to the Training and First Level Test. Any 4-H member participating in a competition being conducted in accordance with United States Equestrian Association (USEA) rules is encouraged to review the rule book for further detail.

THE ARENA

The arena should be placed on level ground with good footing. The Small Arena, recommended for 4-H contests, is 40 meters (132 feet) long and 20 meters (66 feet) wide. Consult the USEA rule book for details of setting up a Dressage arena. Letters indicated in the following diagram are put around the perimeter of the arena.

| CONVERSION TABLE | |
|------------------|-------------|
| 1 meter | = 2.281 ft |
| 6 meters | = 19.69 ft |
| 10 meters | = 32.81 ft |
| 12 meters | = 39.37 ft |
| 14 meters | = 45.93 ft |
| 20 meters | = 65.62 ft |
| 40 meters | = 131.24 ft |
| 60 meters | = 196.86 ft |

SMALL ARENA



SIGNAL TO START

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

TESTS

Patterns for each dressage class will be posted on line prior to the beginning of the show season. The patterns will be used for each show for the entire year. This will allow exhibitor to

learn the patterns prior to shows. No reader will be used/allowed at the State English Show. Dressage tests are published by the USEA and the United States Dressage Federation and are changed at least every 4 years. The Training Level — Test 1 score sheet is included in this Contest Rule book as an example. 4-H members, parents, and leaders are encouraged to obtain copies of other current tests from one of the above mentioned organizations.

TRAINING LEVEL TEST 1

REQUIREMENTS: 20m circles trot and canter.

INSTRUCTIONS: Transitions into and out of the halt. May be made through the walk.

SCORING

Each movement in the test is scored from 0-10. 0 means the movement is not performed. 10 means that it is excellent. A 10 is extremely difficult to obtain. Four is insufficient and 5 is sufficient. A score of 50% or more must be obtained for an adequate test score. Any score over 60% should please the exhibitor because scores over 70% are unusual.

The scale is as follows:

- | | | |
|----------------|-----------------|-----------------|
| 10 Excellent; | 6 Satisfactory; | 2 Bad; |
| 9 Very Good; | 5 Sufficient; | 1 Very bad; |
| 8 Good; | 4 Insufficient; | 0 Not performed |
| 7 Fairly Good; | 3 Fairly Bad; | |

Off course, missing part of a movement and use of voice are considered errors. Penalties are assessed for errors: -2 for first error; -4 for second error; and disqualification for third error. Automatic disqualification if the horse steps outside the marked arena area during dressage test.

At the end of the score sheet are Collective Marks where the judge records the overall picture of the performance. Each collective mark may have a co-efficient of 2 or more, which means it is multiplied by the appropriate coefficient.

The marks received in the collective marks will be close to the marks received in the test. That is, the exhibitor cannot receive a 7 under rider position if the whole test consists of 4's and 5's. The exhibitor's seat and aids should result in average marks of 7 only if they are correct enough to receive a 7 in the test. The judge will also write further remarks in the space provided.

To determine the score, points are totaled and then a percent is

figured to give a final score in both points and percentage.

| TEST | DIRECTIVE | IDEAS | PTS | X TOT | REMARKS |
|---------------------|---|---|-----|-------|---------|
| 1. A X | Enter working trot sitting. Halt, salute, proceed working trot sitting. | Straightness on center line, transitions, quality of halt and trot. | | | |
| 2. C H E K | Track left. Working trot rising. Circle left 20m. Working trot sitting. | Quality of turn at C, quality of trot, roundness of circle. | | | |
| 3. Between K & A | Working canter left lead. | Calmness and smoothness of depart | | | |
| 4. A | Circle left 20m. | Quality of canter, roundness of circle. | | | |
| 5. Between B & M | Working trot rising. | Balance during transition. | | | |
| 6. H X F | Working walk. | Straightness, quality of walk. | x2 | | |
| 7. F | Working trot rising. | Smoothness of transition. | | | |
| 8. E H | Circle right 20m. Working trot sitting. | Quality of trot, roundness of circle. | | | |
| 9. Between H&C | Working center right lead. | Calmness and smoothness of depart. | | | |
| 10. C | Circle right 20m. | Quality of center, roundness of circle. | | | |
| 11. Between B&F | Working trot sitting | Balance during transition | | | |
| 12. A X | Down center line. Halt, salute. | Straightness on center line, quality of trot and halt. | | | |

Leave arena at free walk on long rein at A

COLLECTIVE MARKS:

| | |
|--|----|
| Gaits (freedom and regularity) | x2 |
| Impulsion (desire to move forward, elasticity of the steps, relaxation of the back) | x2 |
| Submission (attention and confidence; harmony, lightness and ease of movements; acceptance of the bit) | x2 |
| Rider's position and seat; correctness and effect of the aids | x2 |

FURTHER REMARKS:

| | |
|--------------|----------|
| SUBTOTAL | _____ |
| ERRORS | (-_____) |
| TOTAL POINTS | _____ |

A dressage whip may not be carried when the test is being ridden as part of a Combined Training Event. For a Horse Trial or Combined Test, Dressage penalty points are determined which are carried throughout the rest of the competition.

CROSS COUNTRY

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

The difficulty of the course and obstacles should be in relation to the level of competition and will include 12 to 20 jumping efforts.

JUMP JUDGES

There is to be an assigned "judge" at each obstacle. This is to verify that each horse had cleared the obstacle with no refusals, runouts, or falls. The judge should also be aware of any unauthorized assistance. (Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the exhibitor or of helping the horse will result in the disqualification of the exhibitor. This includes help with pace, obstacles, or any other difficulties between horse and rider. The exhibitor must withdraw from the remainder of the class). Applause and/or praise to a rider is considered acceptable if no help is offered.

START

The start shall be from the halt under penalty of elimination. The horse is not required to stand absolutely still, but may not start from a flying start, nor cross the start line before the signal is given. An assistant may lead the horse into the start box and may hold the horse until the signal to start is given. A horse that starts before the signal is given must, under penalty of disqualification, return and cross the start line again. The starting time will be recorded as if she/he started when originally given the signal.

OBSTACLES

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

EXHIBITOR IN DIFFICULTY AT AN OBSTACLE

Any exhibitor in difficulty before an obstacle, who is about to be overtaken by a following exhibitor, must quickly clear the way. Willful obstruction of an overtaking exhibitor is penalized by disqualification.

FAULTS

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

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

Disobedience (refusal, run-out, circle)

| | |
|--|------------------|
| First refusal, run-out, circle | 20 penalties |
| Second refusal, run-out, circle at the same obstacle | 40 penalties |
| Third refusal, run-out, circle at the same obstacle | Disqualification |
| Fifth refusal on the course | Disqualification |

Falls

| | |
|---------------------|------------------|
| First fall of horse | Disqualification |
| First fall of rider | Disqualification |

Time

| | |
|---|---------------|
| For each second greater than 60, under the optimum time | .04 penalties |
| Obvious delay between last fence and finish line | 20 penalties |
| For each second over the optimum time | .04 penalties |

There will be no marked penalty zones.

STADIUM JUMPING

This test is designed to prove the suppleness, obedience, and jumping ability of the horse. At the same time it demonstrates the competitor's knowledge of pace and the use of the horse in the jumping arena. It is not a test of style or endurance. The intent is to jump clearly over a set course within an allotted time.

The difficulty of the course and obstacles should be in relation to the level of competition and will include 6 to 10 jumping efforts.

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

FAULTS AT OBSTACLES

| | |
|--|-------------|
| Knocking down an obstacle | 4 penalties |
| First disobedience | 4 penalties |
| Second disobedience in test | 8 penalties |
| Any additional disobedience in test each | 2 penalties |

(Judge maintains discretion to disqualify competitor for repeated disobedience felt to place exhibitor's safety at risk.)

| | |
|--|------------------|
| Any fall of competitor in which any part of their body touches the ground. | Disqualification |
| Fall of the horse | Disqualification |

TIME FAULTS

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

HACKING CLASS: (ENGLISH TRAIL)

The Hacking Class, (English Trail), is neither a stunt nor a race. It is a performance competition designed to exhibit the characteristics of a well-mannered English horse, which can perform, and provide a comfortable and pleasant ride in the open country going through and over obstacles.

When possible, the Hacking Class, (English Trail), should be set up and preformed over as natural of country side as possible.

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

Gait between obstacles shall be at discretion of judge.

Judges are encouraged to include a walk, trot, and canter between obstacles. This will replace a need for rail work. Always consider the age and ability of the exhibitors when designing a hacking class (English trail), to make it safe yet challenging.

Only two trials per obstacle are permitted. If refused on second attempt, exhibitor must advance to the next obstacle. Stepping back from, or circling at an obstacle is considered a refusal. While English horses are trained to be forward/working horses, they still need to demonstrate their willingness and ability to preformed precise and controlled maneuvers. Exhibitors will be judged on how smoothly and efficiently horse and rider meet and complete each obstacle. Automatic ribbon deduction for skipping obstacles.

Horses are to be shown over and through five obstacles to be selected from the following list:

POTENTIAL OBSTACLES

1. Walk, jog or lope over at least four logs. Logs should be 4 to 6 inches in diameter and 6 to 10 feet long. Walk overs are spaced no less than 20 to 24 inches apart. Jog overs measure 36 to 42 inches apart, and lope overs measure 6 to 7 feet between poles.
2. Ride over wooden bridge. Bridge must be at least 36 inches wide, 6 to 10 feet long, not more than 8 inches at the highest point, and should not be a rocking bridge.
3. Ride through and then back through a 135 degree shaped log course. Logs are to be placed not less than 48 inches apart, and must be at least 8 feet long. Horse's back feet must clear the end of the logs before he can start to back through the pattern.
4. Carry object from one part of arena to another. Horse must travel at least 20 feet with object, and object must be able to be carried with both hands on reins.
5. Lay four logs, each 6 to 8 feet long, in a square. Enter the square by stepping over log at designated side. When all four feet are inside, the rider will do a 360 degree turn (right or left), pause, and depart by stepping over log immediately opposite side of entry.
6. Walk over slanted poles set in "W" pattern. Diameter of poles must not be over 6 inches. Poles should be at least 8 feet in length. Width of "W" should be 20-24 inches at the center.
7. Side pass both ways over log approximately 8 feet long. The 4 to 6 inch diameter log may be placed on the ground or elevated to the maximum height of 12 inches.
8. Lime circle, requiring either: a) Turn on the forehand with front feet inside and back feet turning on the outside of circle; or b) Turn on the haunches with hind feet inside and front feet on the outside of circle.
9. Back horse through "L" shaped log course. Logs must be at least 36 inches apart. Pattern begins at long part of "L". No need to walk through.
10. Opening, passing through and closing gate on horseback. One hand must remain in contact with gate at all times, but can ride with two hands on reins while holding gate rope. Pass through gate by pushing gate away.
11. Pick up slicker, raincoat, or other clothing article and place across pommel. Rider should keep both hands on reins before and after picking up and returning the clothing item while attempting this obstacle.
13. 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.

14. Water obstacle, if available.

SCORECARD FOR HACKING CLASS: (ENGLISH TRAIL)

| | |
|--|----|
| Appointment of Horse and Rider: | 10 |
| Horse, rider's clothes, and all equipment should be clean, serviceable and safe. Horse should be properly trimmed. | |
| Performance (10 points per obstacle): | 50 |
| Horse should: Have a smooth performance at each obstacle. Be responsive to rider's cues. Be under control at all times. Not throw head, fight bit or kick. | |
| Total: | 60 |

Section 7 GAMES

COMPETITIVE TRAIL RIDE

1. 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.
2. Participants must wear boots, long pants or breeches, short or long sleeved shirts. English or western style protective head gear with harness is strongly recommended.
3. 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.
4. Scoring for each obstacle is from 1 to 10. The final score is obtained by adding total of each obstacle score.
5. Awarding of ribbons or prizes will be on the basis of the final score.
6. 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.
7. Changes should be made to suit conditions being used in the class.

8. There should be enough adults riding with the participants to keep event properly supervised.
9. A horse known to kick should be marked with a red ribbon tied to the tail.
10. 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.

SCORECARD FOR COMPETITIVE TRAIL CLASS

Apparel of Rider **10**

Long or short sleeve shirt, long pants and boots.

Appointment of Horse **10**

Horse, rider's clothes and all equipment (including halter and lead rope) should be clean, serviceable and safe.

Performance (*10 points for each obstacle) ***10**

Rider — Trail courtesy, sportsmanship, trail safety, proper spacing between horses on trail (at least one horse length).

Horse — Smooth performance at each obstacle.

Responsive to rider's command. Under control at all times. Stands quietly when mounted, dismounted or when examined. No throwing of head, fighting bit or kicking.

Total (dependant upon number of obstacles)

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.

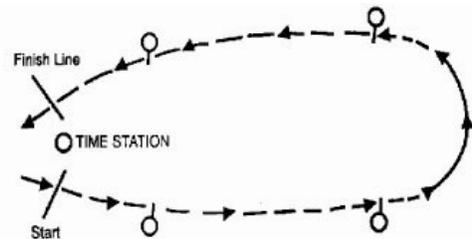
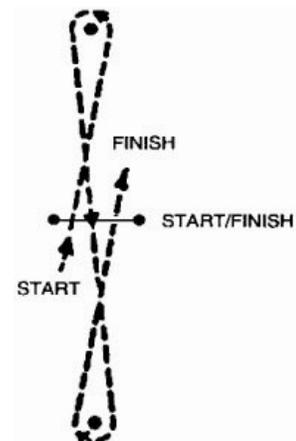


FIGURE EIGHT STAKE RACE

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 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 he 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 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.

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.

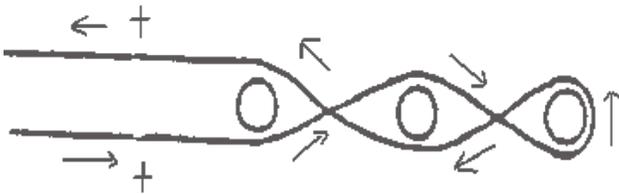
The proper method for putting on the gown is this: when No. 4 jumps from the horse, he/she leans over and stretches out his hands. No. 1 grasps his hands while

SPEED BARREL RACE

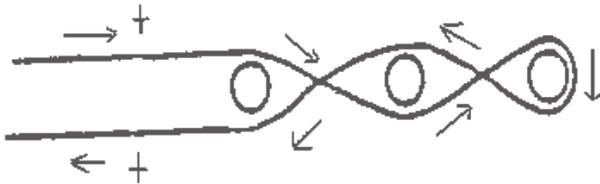
Three barrels in a line, weave down, weave back.

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.



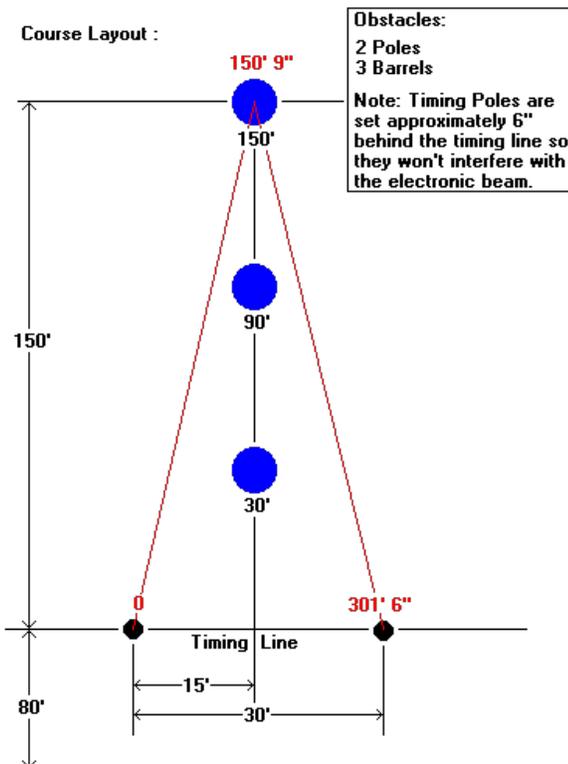
Left turn around end barrel



Right turn around end barrel

The Course Layout

SPEED BARRELS



UtahStateUniversity COOPERATIVE EXTENSION

Utah State University is committed to providing an environment free from harassment and other forms of illegal discrimination based on race, color, religion, sex, national origin, age (40 and older), disability, and veteran's status. USU's policy also prohibits discrimination on the basis of sexual orientation in employment and academic related practices and decisions. Utah State University employees and students cannot, because of race, color, religion, sex, national origin, age, disability, or veteran's status, refuse to hire; discharge; promote; demote; terminate; discriminate in compensation; or discriminate regarding terms, privileges, or conditions of employment, against any person otherwise qualified. Employees and students also cannot discriminate in the classroom, residence halls, or in on/off campus, USU-sponsored events and activities. This publication is issued in furtherance of Cooperative Extension work, acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture, Noelle E. Cockett, Vice President for Extension and Agriculture, Utah State University.

APPENDIX A

Reining Score Sheet- Utah 4-H Rules

Event _____ Date _____ Class _____

Maneuver Scores: -1 ½ Extremely Poor, -1 Very poor, -1/2 Poor, 0 Average, +1/2 Good, +1 Very Good, +1 ½ Excellent

NO SCORE and 0 SCORE on reverse side

5 point Spurring in front of the cinch, Use of either hand to instill fear or praise, Holding saddle with either hand, Blatant disobediences including kicking, biting, bucking, rearing, and striking, cutting a canter departure, **each brake of pattern and all zero/no scores in AQHA rules (see back).**

2 point Break of gait, Freeze up in spins or rollbacks, On walk in patterns, failure to stop or walk before executing a canter departure, On run in patterns, failure to be in a canter prior to the first marker, If a horse does not completely pass the specified marker before initiating a stop position, on run-around, incorrect lead for more than 1 / 2 turn, jogging beyond two strides but less than 1 / 2 circle or 1 / 2 the length of the arena.

1 point Out of lead for quarter of circle (cumulative), over or under-spinning by more than 1/8 of the turn up to 1 / 4 of the turn, on run-around, incorrect lead for 1 / 2 turn or less.

½ point Delayed change of lead by one stride, starting a circle at a jog or exiting rollbacks at a jog up to two strides, within 20 feet of wall or fence in stops or rollbacks, over-spinning or under-spinning up to 1/8 turn.

| # | Penalty/ maneuver | | | | | | | | | | | | | Penalties (Subtract or Add from 70) | Score |
|---|----------------------|--|--|--|--|--|--|--|--|--|--|--|--|--|-------|
| | P | | | | | | | | | | | | | | |
| | M | | | | | | | | | | | | | | |
| | P | | | | | | | | | | | | | | |
| | M | | | | | | | | | | | | | | |
| | P | | | | | | | | | | | | | | |
| | M | | | | | | | | | | | | | | |
| | P | | | | | | | | | | | | | | |
| | M | | | | | | | | | | | | | | |

NO SCORE (cannot come back if there is a second go):

- Abuse of animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
- Use of illegal equipment, including wire on bits, bosals or curb chains.
- Use of illegal bits, bosals or curb chains; when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable.
- Use of tack collars, tie downs or nose bands.
- Use of whips or bats.
- Use of any attachment which alters the movement of or circulation to the tail.
- Failure to provide horse and equipment to the appropriate judge for inspection.
- Disrespect or misconduct by the exhibitor.
- Closed reins are not allowed except as standard romal reins.

The following will result in a **SCORE OF 0**:

- Use of more than index or first finger between reins
- Use of two hands (exception in Snaffle Bit or Hackamore classes designated for two hand) or changing hands
- Failure to complete pattern as written
- Performing the maneuvers other than in specified order
- The inclusion of maneuvers not specified, including, but not limited to:
 - Backing more than 2 strides
 - Turning more than 90 degrees
- Equipment failure that delays completion of pattern (including dropping of rein that contacts ground while horse is in motion)
- Balking or refusal of command where the pattern is delayed
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- Jogging in excess of 1/2 circle or 1/2 length of the arena
- Overspins of more than 1/4 turns
- Fall to ground by horse or rider

AMERICAN QUARTER HORSE ASSOCIATION

APPENDIX B

WESTERN RIDING SCORE SHEET

(e) Scoring will be on a basis of 0-100 with 70 denoting an average performance.

- (1) Scoring guidelines: Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
- (2) Lead changes: Juniors and Intermediates will be given a maneuver score based on a plus 1.5 to minus 1.5 for each simple change. Seniors who perform flying lead changes will be given a maneuver score of plus 1.5 to minus 1.5; however Seniors who perform simple changes will not be credited so each simple change will receive a score 0 (average) to minus 1.5.

(f) A contestant shall be penalized each time the following occur:

One-half (1/2) point

- (1) tick or light touch of log
- (2) hind legs skipping or coming together during lead change
- (3) non-simultaneous lead change (front to hind or hind to front) when attempting a flying change

One (1) point

- (1) hitting or rolling log
- (2) out of lead more than one stride either side of the center point and between the cones
- (3) splitting the log (log between the two front or two hind feet) at the lope

Three (3) points

- (1) not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet (3 meters) of the designated area
- (3) out of lead at or before the cones prior to the designated change area or out of lead at or after the cone after the designated change area
- (4) Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- (5) in pattern one and three failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- (6) break of gait at walk or jog for more than two strides
- (7) break of gait at the lope

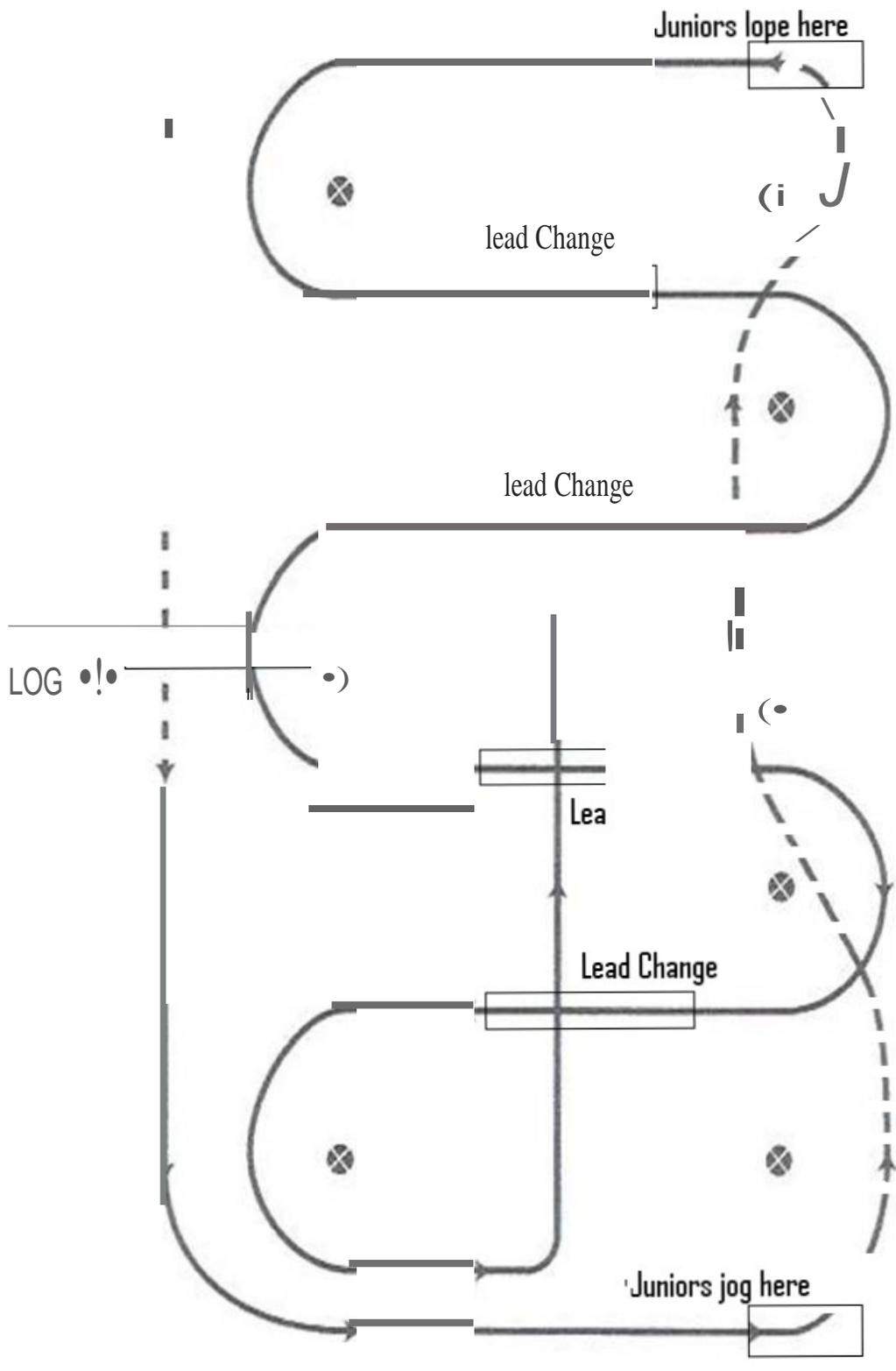
Five (5) points

- (1) out of lead beyond the next designated change area (not: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties)
- (2) blatant disobedience including kicking out, biting, bucking and rearing
- (3) illegal equipment
- (4) willful abuse
- (5) off course
- (6) knocking over cones

- (7) completely missing lope
- (8) major refusal – stop and back more than 2 strides or 4 steps with front legs
- (9) major disobedience or schooling
- (10) failure to start lope prior to end cone in patterns #1 and #3

CREDITS

- (2) changes of leads, hind and front simultaneously
 - (3) change of lead near the center point of the lead change area
 - (4) accurate and smooth pattern
 - (5) even pace throughout
 - (6) easy to guide and control with rein and leg
 - (7) manners and disposition
- (g) The following characteristics are considered faults and should be judged accordingly in maneuver scores
- (1) opening mouth excessively
 - (2) anticipating signals
 - (3) stumbling
 - (5) head carried too low (tip of ear below the withers)
 - (6) over-flexing or straining neck in head carriage so the nose is carried behind the vertical.
 - (7) excessive nosing out



:A START

WALK - . - . - . JOG - - - - -
 LOPE —————



Utah 4H Western Riding Score Sheet

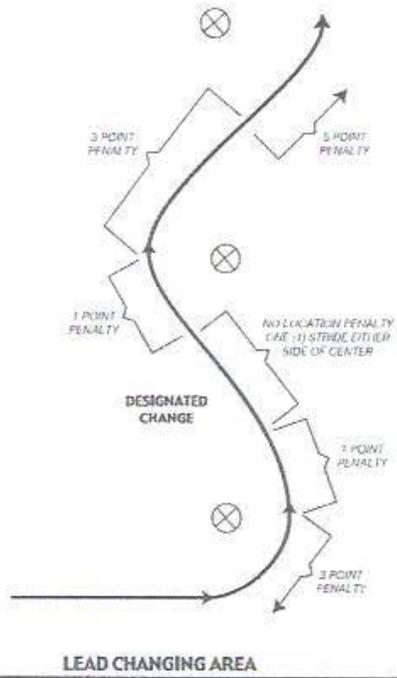
Judge _____
Date _____

| Maneuver Scores | | Penalties | | Error | Penalty |
|-----------------------|--|--------------------------------------|----------|--|---------|
| Rating | Point Value | Error | Penalty | | |
| Excellent | +12 | TKK or tignllauch of log | | | |
| Very Good | +1 | hind leg sing or oo together | 1/2 Good | Out of lead prior lo or after marker | 3 |
| +112 | Non-simultaneous change in flying change | 1/2 Average | 0 | Extra lead change | 3 |
| Illing or rolling log | | | | Failure to start lope within 30 ft of log | 3 |
| Poor | -112 | Out of lead more than one stride | | Break of gait at walk, jog for more than 2 strides | 3 |
| Very Poor | -1 | Splitting leg | | Break of gait at lope | 3 |
| Extreme/ Poor | -1112 | Not performing C1g specified gait or | | Out of lead beyond allotted designated change area | 5 |
| | | standing when called for | 3 | Blatant disobedience including kicking out biting. | 5 |
| | | | | bucking and rearing | 5 |

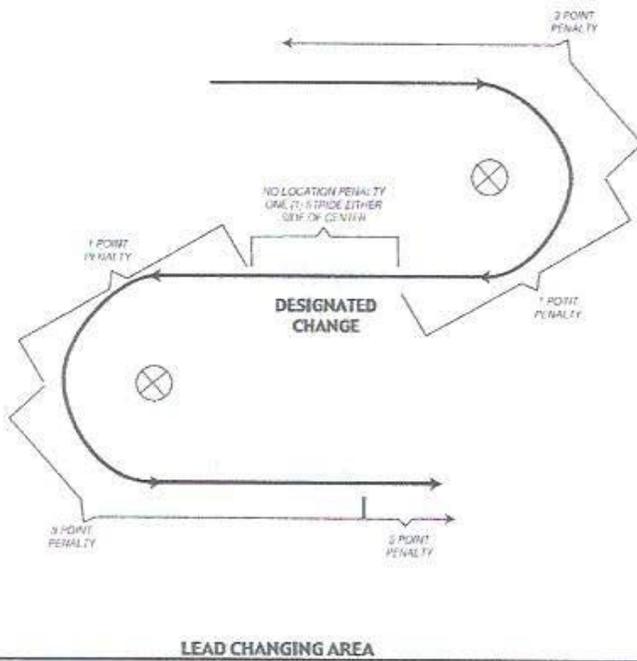
| | | | | | | | | | | | | | | | | | | | |
|----------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| Penalty | | | | | | | | | | | | | | | | | | | |
| Maneuver | | | | | | | | | | | | | | | | | | | |
| Score | | | | | | | | | | | | | | | | | | | |
| Penalty | | | | | | | | | | | | | | | | | | | |
| Penalty | | | | | | | | | | | | | | | | | | | |
| Score | | | | | | | | | | | | | | | | | | | |
| Maneuver | | | | | | | | | | | | | | | | | | | |
| Score | | | | | | | | | | | | | | | | | | | |
| Penalty | | | | | | | | | | | | | | | | | | | |
| Penalty | | | | | | | | | | | | | | | | | | | |
| Score | | | | | | | | | | | | | | | | | | | |
| Maneuver | | | | | | | | | | | | | | | | | | | |
| Score | | | | | | | | | | | | | | | | | | | |
| Penalty | | | | | | | | | | | | | | | | | | | |
| Maneuver | | | | | | | | | | | | | | | | | | | |
| Score | | | | | | | | | | | | | | | | | | | |

Score

Location Penalties for Designated Change



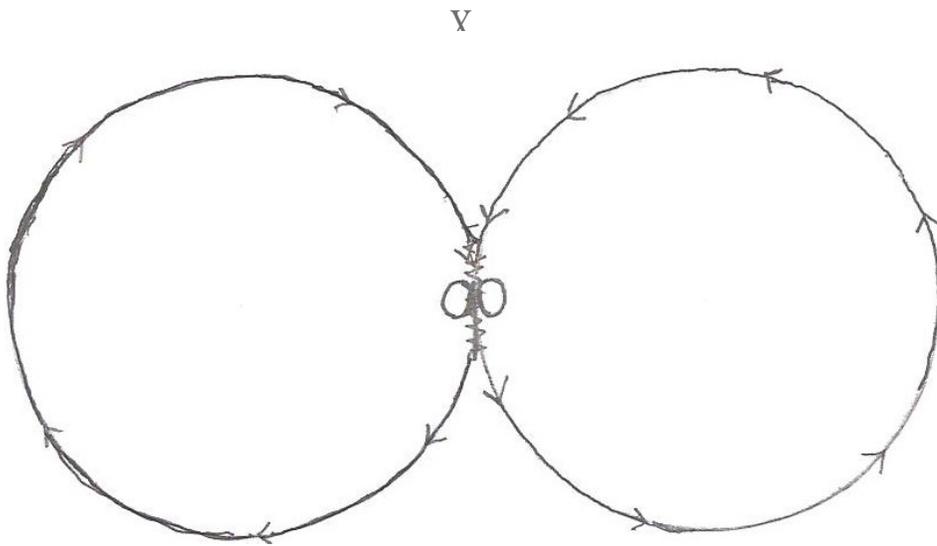
Location Penalties for Designated Change



APPENDIX C

- The following pages are large Western reining patterns suitable for posting at the horse show.
- Show managers are encouraged to add the procedure description to the larger picture as needed.

#1



Y

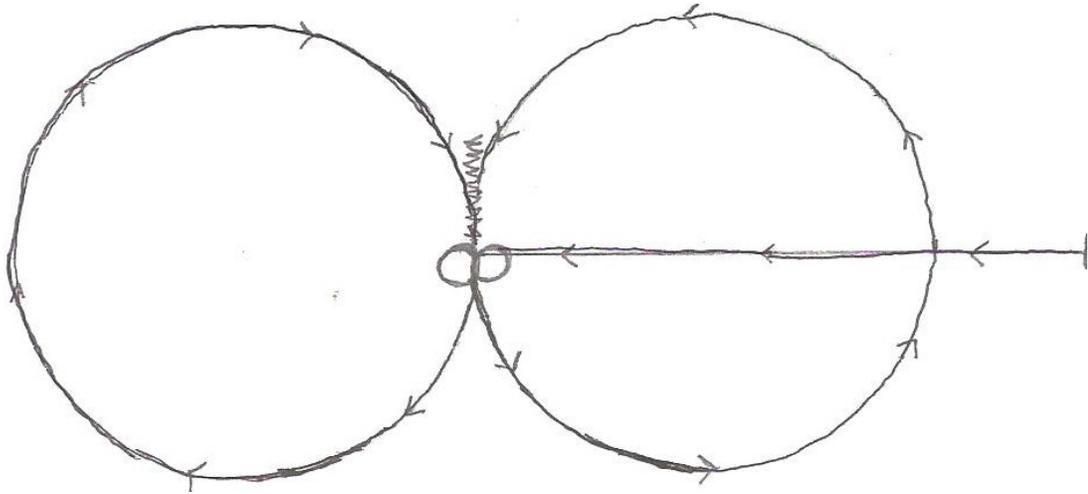
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Judge

.Y

TOP

#2



X

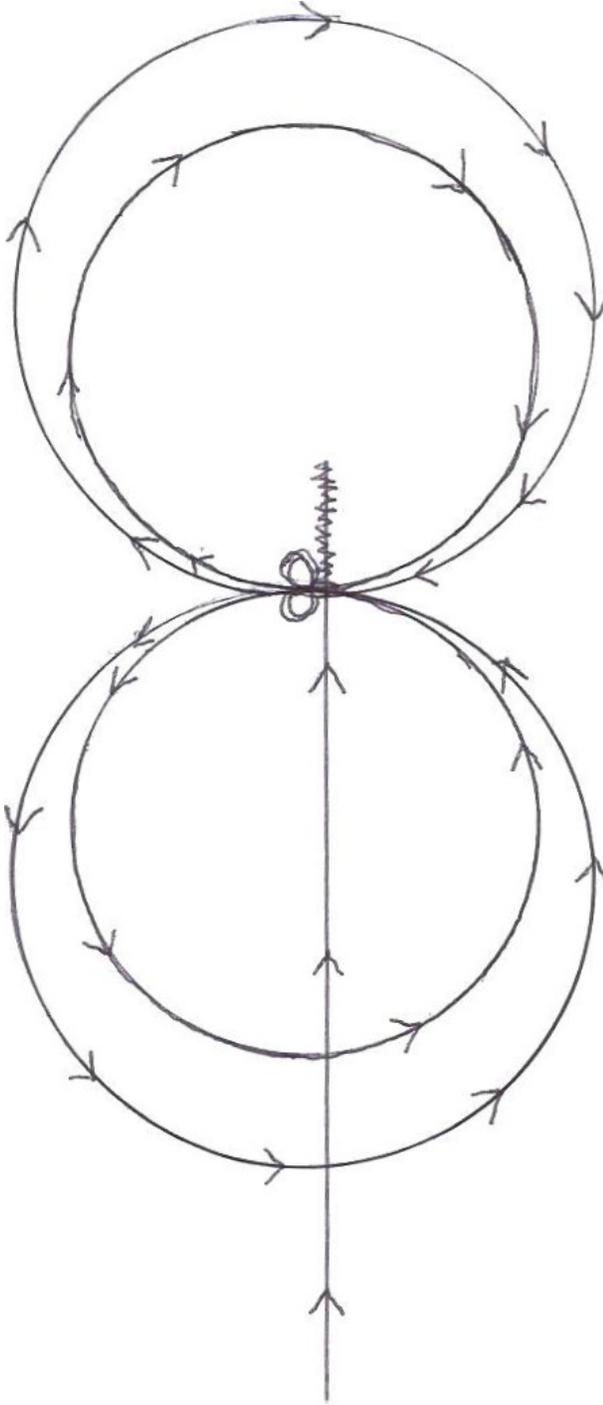
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#2

Judge

X

Judge

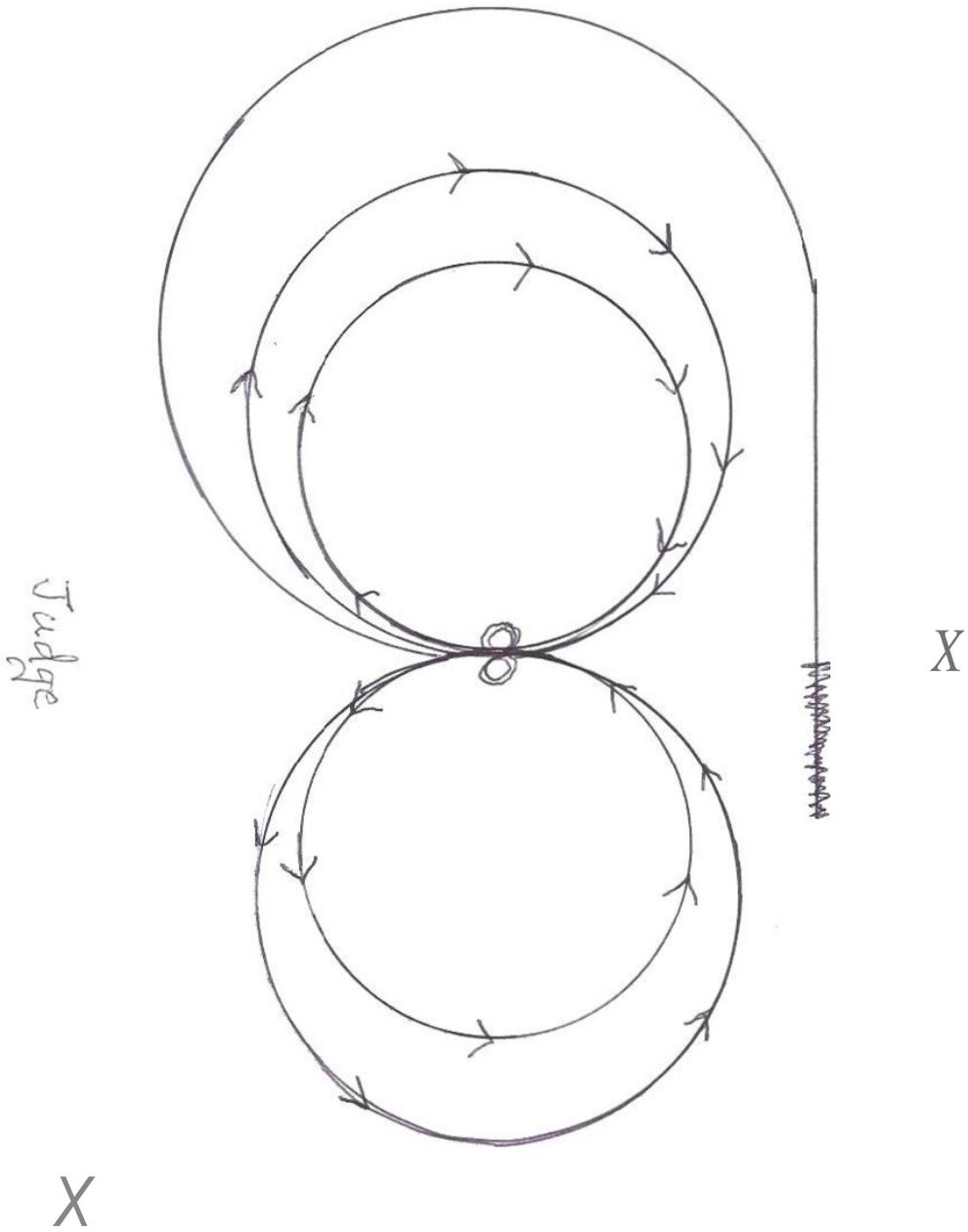


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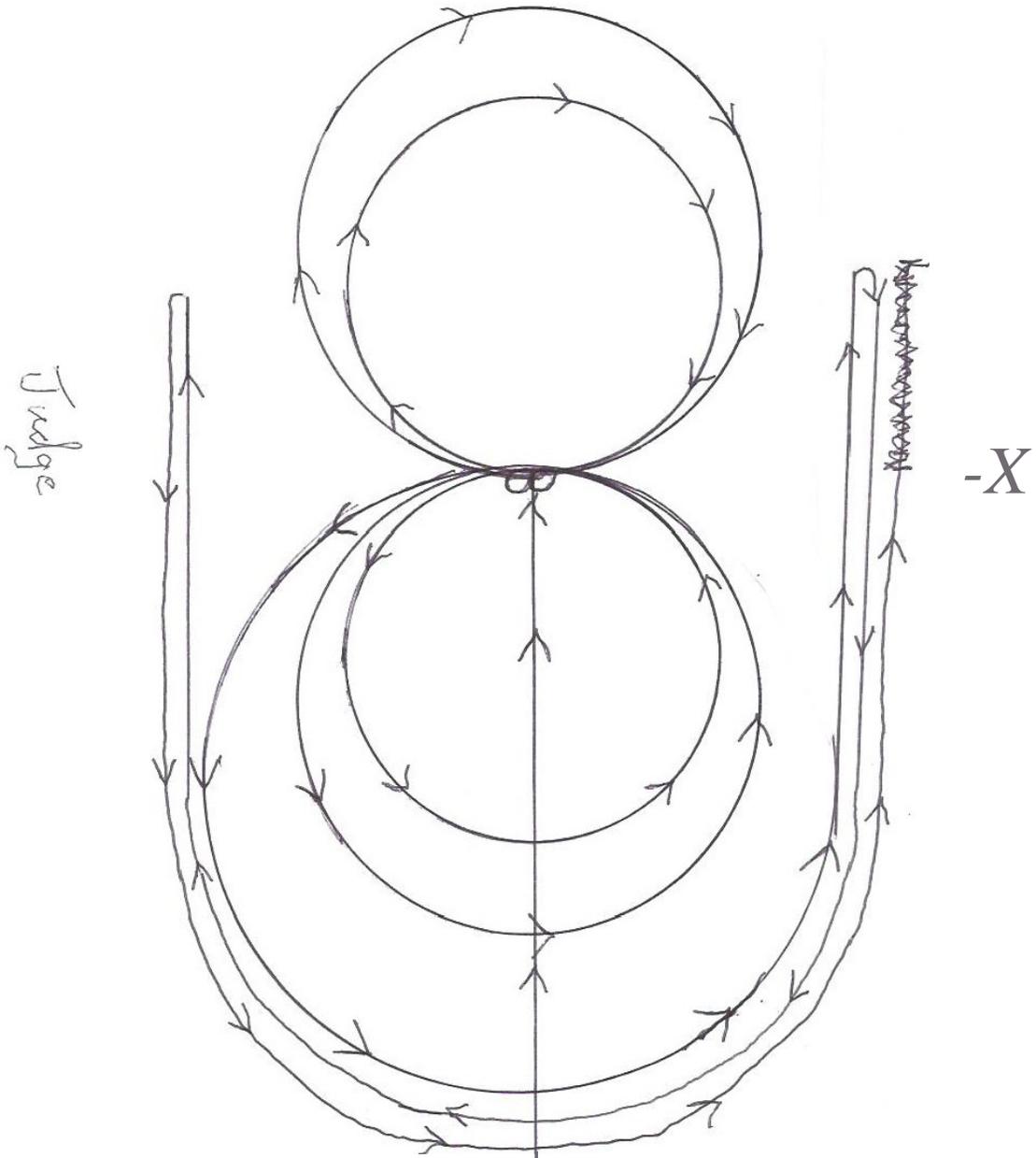
4-

Top



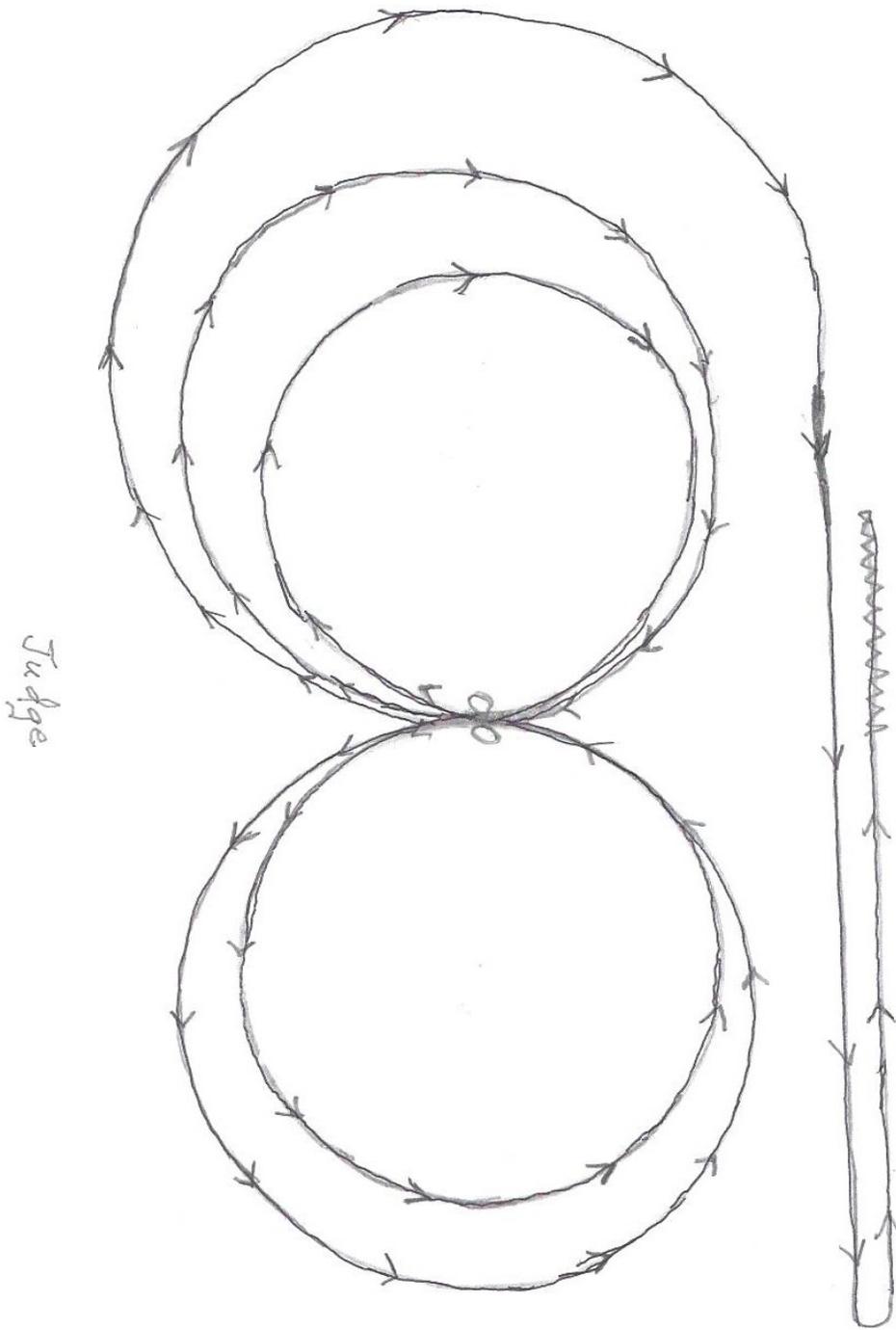
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Top



#6

TOP



X