

Western Horse Rule Book



Produced by
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and the Utah 4-H State Western Horse Council

I Pledge

My **HEAD** to clearer thinking

My **HEART** to greater loyalty

My **HANDS** to larger service, and

My **HEALTH** to better living.

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

Dear 4-H Volunteer and Member:

Please report any needed corrections to Jessie Hadfield, jessie.hadfield@usu.edu

Rule change suggestions should be submitted to the State 4-H Judge-at-Large or the State 4-H Office. These links are found here: <https://extension.usu.edu/utah4h/programs/horse>. All rule proposals are presented to the Judge's and Rules Committee, appointed by the 4-H State Western Horse Council President, to be evaluated. Reviewed proposals are presented to the counties to be voted on at the fall general horse council meeting.

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Section 01

General Information

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

Emphasis is placed on horsemanship and general equestrian knowledge, and not conformation of the horse.

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

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

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

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

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

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

4-H OBJECTIVES

Encourage youth to:

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

USE OF NAME AND EMBLEM OF 4-H CLUB WORK



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

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

GENERAL RULES

ALL STATE AND REGIONAL 4-H WESTERN HORSE 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 competitions, each 4-H member must provide the horse he/she uses. The horse may be leased or borrowed, providing the member has access to the horse at all times during the project year and has major responsibility for its care and maintenance. This does not necessarily include financial support
3. After arrival at the show grounds 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 Two-Handed and regular Western Shows.
4. At all State 4-H Contests, the limit is one horse per person and one person per horse.
 - Situations requiring a substitution of the project horse or alternate horse and rider, should be cleared through the County Horse Council with Extension Agent input. Grievances regarding state 4-H Horse Show eligibility may be referred to the State 4-H Horse Council for a final decision.
 - Each County needs to have by-laws and rules to avoid unnecessary misunderstandings regarding qualifications and substitutions that may be required.
 - If a horse is being used for multiple State Shows, the horse must be used by the same person for all shows. Two people are prohibited from using the same horse at all state shows.
5. The 4-H member's project is centered around one primary project horse, but additional horses may be used for breeding, In-Hand, Two-Handed, English competition, Working Ranch Horse, Trail Riding, etc.
6. All participants in 4-H contests will receive blue, red, or white ribbons. Those disqualified for breaking patterns or other violations specified within this rule book will receive an orange ribbon.
7. 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.
8. Stallions of any age are prohibited in 4-H classes.
9. 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.

10. 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.
11. At State and Region contests exhibitors will receive two identical numbers which will be pinned to each side of their saddle pads; except for non-ridden classes, where the number is on the exhibitor's back. If a contestant does not have a number in the proper location, it is a drop in ribbon.
12. In any class the judge may direct any exhibitor to repeat or perform additional maneuvers.
13. 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:
 - Double riding anywhere on the show grounds.
 - Riding a horse without a bridle or hackamore.
 - "Horse play" activities on or around horses.
14. 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.
15. 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.
16. All horse's hooves should be properly trimmed or shod for all 4-H activities
17. 4-H members, leaders and parents are encouraged to make use of 4-H video tapes and other audiovisual materials to help them better understand events, rules and how to perform at their best.
18. A written test will be given at every 4-H horse contest to help encourage the educational component of the 4-H horse program.
19. The State Horse Council, with USU input, will determine how many eligible youth can qualify to go to State Horse Shows. The Individual Show will be based on the amount of active participating youth reported from each county. This number may change from year to year.
20. Each class will be placed on the DANISH SYSTEM (Blue, Red, White, Orange) – In judged events individual blue, red, and white flags will be used to indicate placings; in the speed events the DANISH SYSTEM ribbons will be awarded as 1/3 receiving blue ribbons, 1/3 receiving red ribbons, and 1/3 receiving white ribbons.

ATTIRE

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

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

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

2. **WESTERN** — Acceptable attire for 4-H western performance contests will be a certified equestrian helmet (western hats may be worn in Showmanship), western boots, western style belt (optional in speed events), western style long-sleeved shirt, and western style long pants. Attire should be neat and clean and should add to the overall pleasant appearance of horse and rider. Fancy western outfits will not be scored higher than clean, neat appropriate clothing. Vests, jackets, gloves, and chaps are acceptable for Western State Shows, however these are optional and will not result in extra credit.
3. **SPEED EVENT**— Speed event attire is relaxed attire that follows 4-H and USU Policy. This includes a shirt with at least cap sleeves, long pants, and close-toed boots.



Helmet



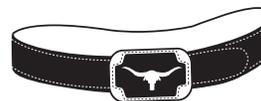
Western Style Shirt



Western Style Boots



Western Style Hat
(showmanship)



Western Style Belt

4. **HELMETS** — It is the official position of Utah State University Extension that all youth riders participating in Utah 4-H sponsored events should wear an American Standard for Testing Materials (ASTM) or Safety Equipment Institute (SEI) certified helmet. This includes any youth riding during club practices and activities, at show events in or out of the show ring, and other events where youth are representing Utah 4-H in any way. Studies have shown that a properly fitted and certified helmet can drastically reduce the incidence of serious injury and harm to horseback riders.
5. **EXCEPTIONS** — Because 4-H is open to all youth regardless of race, color, national origin, sex or religion, religious restrictions of certain types of clothing will be accepted. In such cases where deviations from 4-H dress standards are necessary, the contest management should make the judge aware that at no time will points be discounted for religious dress restrictions, i.e., culottes in place of western style pants.
6. **ARENA HELP** — It is desirable for all persons in the arena acting in capacity of 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.
7. **AWARDS DRESS CODE**— Appropriate dress is required when receiving awards at State Western shows or award will not be given. Minimum dress required: speed events attire.

UTAH 4-H FACILITIES FOR EVENTS AND SHOWS

All facilities used for events, shows etc. are used at your own risk. All event locations should have a sign posted that says the following:

NOTICE: USE THIS FACILITY AT YOUR OWN RISK.

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

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

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

EXHIBITOR BEHAVIOR

1. Good sportsmanship shall prevail at all times. No physical or verbal 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 dismissal of the 4-H member from further competition in the event or show at the discretion of the show committee.
2. Administering performance altering drugs or substances to horses is also considered abuse.
3. Contest officials and grievance committee will determine dismissals with the help of the judge involved.
4. Complaints of abuse must be made immediately to contest officials or grievance committee and then followed with a written statement. Infractions can be more effectively controlled if handled in a timely manner.
5. Complaints regarding procedures must be made in writing accompanied by \$25.00 in cash to contest officials or grievance committee. No cameras or any type of video camcorders will be accepted to substantiate a grievance. The money will be refunded only if the grievance committee acts in favor of the complaint.
6. It is highly inappropriate to confront a judge about a class or placing outside of the arena after the judge has turned in their scoresheet to Show Management. Only youth should approach the judge to ask questions and should be polite and willing to learn. Failure to show good behavior in this regard by 4-H members, family members, or affiliate, will result in disqualification or removal from the show grounds.

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

THREE-MEMBER GRIEVANCE COMMITTEE

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

The purpose of this committee is to:

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

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

UTAH 4-H EQUINE DRUG RULE

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

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

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

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

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

ALL WESTERN SHOWS SCORING PROCEDURES

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 (<i>Orange ribbon for disqualification only</i>)

TEST AND PORTFOLIO

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

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

Test questions will be from the Utah 4-H Horse Program Study Materials (found on the Utah 4-H Website), the Utah 4-H Horse Biosecurity Policy, and the Rulebook.

The test score will be recorded up to 15 points, same value as a blue ribbon. The number of questions and point-value per question will be left to the discretion of the test committee. The actual score will be used, not a percentage.

Youth must dress appropriately when testing with 4-H Patch in place. No patch will result in a 5-point deduction. During the test review period, youth must pick up their own test, look it over, and must be the one to protest an answer. An adult, parent, or leader can be there, however, the youth must be the one to protest and provide evidence of the correct answer in the book.

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

Portfolios will be awarded blue, red, or white ribbons and participants will be awarded points accordingly. Additional points will be awarded for the top-ranking portfolios in each age division.

The Utah 4-H Portfolio is worth a total of 200 points. Portfolio scores will be awarded white, red, and blue ribbons with the following score breakdowns: **1 – 119 = White; 120 – 150 = Red; 151 – 200 = Blue.**



Test Resources:

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



Portfolio Resources:

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

STATE INDIVIDUAL CONTESS SCORING AND AWARDS

In individual contests, the top five ribbon winners in each event will be placed 1st through 5th and will receive extra points as follows:

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

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

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

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

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

Once final scores have been tallied and posted, it will be announced for review at the show for 1 hour before the awards are given.

REGIONAL TEAM CONTESTS AND SCORING

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

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

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

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

The top five out of eight individual scores in each judged event will be used in the overall team score tally. For the speed events, placings will not be based on the top five out of eight individual scores, but on the top five scores per event after ribbons have been assigned using the Danish system with the 1/3 ribbon divisions broken across all participants, not per team. Once the speed event ribbons and points are assigned, the top five for each team per event will be used in the overall team score tally.

Section 02

WESTERN JUDGED

WESTERN PERFORMANCE

(All western judged events)

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

- 11.** The size of rider and horse must be taken into consideration when evaluating mounts and dismounts.
- When exhibitors are asked to dismount, only seniors may be asked to remount.
 - Jump mounts are not acceptable and are never allowed for any age division.
- 12.** A broken pattern in any judged event will be a disqualification and will be awarded an orange ribbon.
- A broken pattern is defined as not performing an obstacle or maneuver in the correct order, missing or eliminating an obstacle or maneuver, no attempts to perform an obstacle or maneuver, being on the wrong side of a cone or marker with no attempt to correct it.
 - A failed attempt at a maneuver or obstacle in a judged event is not a broken pattern and it will not result in a disqualification; however, score reduction will be reflected for failed attempts.
 - Only 2 trials per obstacle are permitted in judged events. If refused on the 2nd attempt, exhibitor should advance with it reflected in the maneuver score as a failed attempt.
- 13.** 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.

APPROPRIATE TACK AND EQUIPMENT

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

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

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

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

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

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

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

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

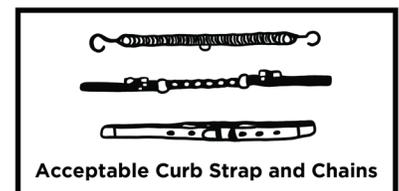
REINS — Either hand can be used for holding reins. Left hand is preferred. Hands shall not be changed after competition has begun.

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

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

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

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



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

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

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

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

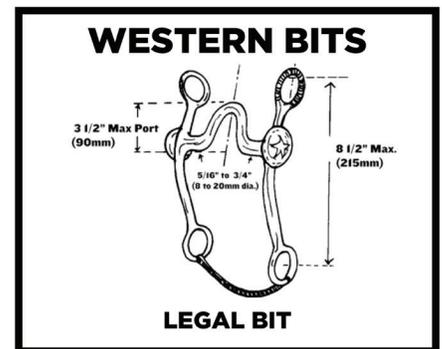
Additional rules and definitions that follow apply to 4-H Western Performance issues and were adopted from the AQHA rule book.

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

1. 8 ½" (215 mm) maximum length shank to be measured as indicated in the diagram above. Shanks may be fixed or loose.
2. Concerning mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to ¾" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be 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. (AQHA, 2016)



Romal Reins



FITTING AND SHOWMANSHIP

CLASS DESCRIPTION

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

FITTING

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

SHOWING

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

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

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

Horse should lead readily at a walk or jog.

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

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

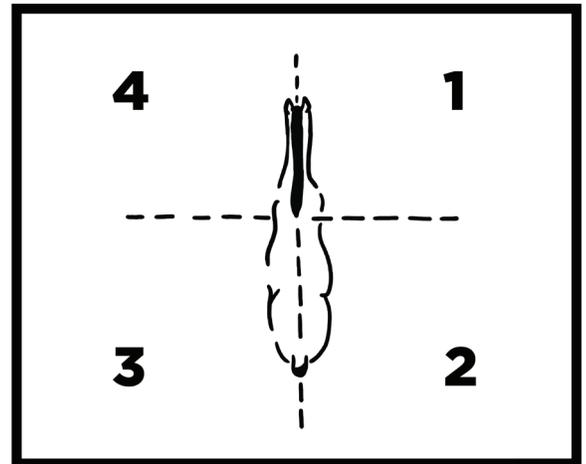
Pose the horse with his feet squarely under him. Do most of the showing with the lead shank. Never kick the horse's legs into position. Quickly recognize and correct faults of your horse.

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

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

QUARTER METHOD OF SHOWING

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



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

In a head to tail lineup all the contestants move as the judge proceeds down the line. 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.

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

Sample patterns may be found either on the website <https://extension.usu.edu/utah4h/programs/horse> or [here](#).

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

SCORECARD FOR FITTING AND SHOWMANSHIP

General Appearance 20 points:

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

Grooming 20 points:

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

Equipment 5 points:

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

Attire of Attendant 5 points:

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

Handling or Showing 50 points:

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

Total: 100 points

WESTERN HORSEMANSHIP

Proper Horsemanship is part of all other judged events. For example, the rules for Reining require riders to use proper horsemanship skills. Horsemanship, not conformation, is the emphasis of Utah Western Horse 4-H.

CLASS DESCRIPTION

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

CLASS ROUTINE

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

JUDGING

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

BASIC POSITION OF EXHIBITOR

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

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

Appointment of Horse and Rider 15 points:

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

Hands 20 points:

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

Seat and Legs 10 points:

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

Performance 50 points:

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

Total: 100 points

WESTERN 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 DESCRIPTION

Each rider will work individually. 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.

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

POTENTIAL TASKS

- Walk, jog, or lope in a straight line, curve or circle. Any combination of these gaits and patterns, such as a figure eight, may be used.
- Stop
- Back
- Turn on the haunches with either
 - (a) a walking motion on the front end;
 - (b) a spin; or
 - (c) a rollback. One only to be designated.
- Side pass either or both directions
- Simple change of lead through the jog, walk or halt, in a straight line or figure eight or any other pattern
- Flying change of lead in a straight line, figure eight or any other pattern
- Counter lope
- Dismount and mount
- Ride without stirrups
- Turn on the forehand

EXAMPLE OF PATTERN

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

JUDGING

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

SCORECARD FOR WESTERN EQUITATION

Suitability 5 points:

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

Appointment of Horse and Rider 10 points:

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

Seat 25 points:

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

Hands 20 points:

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

Legs 20 points:

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

Pattern 20 points:

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

Total: 100 points

REINING

CLASS DESCRIPTION

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

JUDGING

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

REINS, TACK, DRESS

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

SCORECARD FOR REINING PATTERN

REINING PERFORMANCE

The following shall be faulted

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

MANNERS

The following shall be faulted

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

APPOINTMENTS

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

RANCH RIDING

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

CLASS DESCRIPTION

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

JUDGING & SCORING

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

1-point penalties include:

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

3-point penalties include:

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

5-point penalties

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

Automatic White Ribbon

- Incomplete maneuvers

WESTERN TRAIL

POTENTIAL OBSTACLES

1. 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, (Seniors may remount and back out of barrier). After dismounting, and before proceeding to walk around barrier, reins may be dropped straight down or left safely draped on the saddle. Reins that are dropped straight down must remain inside of the barrier of logs or lime. If romal reins are used one side of the rein MAY be detached from bit.

This obstacle would be acceptable at the end of a Junior and Intermediate trail pattern since they don't remount.

- a. Mounting on the right side: rider dismounts on the left, and mounts on the right. (Seniors only.)

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.) 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.
13. 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 WESTERN TRAIL HORSE

Appointment of Horse and Rider 10 points:

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

Performance 60 points (10 points per obstacle):

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 points

BAREBACK EQUITATION ON THE RAIL

CLASS DESCRIPTION

The purpose of this class is for the rider to be in communication with his horse through the use of direct body contact — legs, seat, hands and voice. Rider is to maintain correct hands and seat at all times. Toes should be up and 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. Exhibitor should not be asked to mount and/or dismount.

JUDGING

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

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

PRESENTATION AND POSITION OF EXHIBITOR

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

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

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

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

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

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

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

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

PRESENTATION OF HORSE

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

PERFORMANCE

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

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

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

SCORECARD FOR BAREBACK EQUITATION ON THE RAIL

Suitability 5 points:

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

Appointment of Horse and Rider 10 points:

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

Seat 25 points:

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

Hands 20 points:

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 points:

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

Control 20 points:

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 points

Section 03

Timed Events

TIMED EVENTS

1. All timed events will be timed nose to nose. That is, the clock will start when the horse's nose crosses the starting line and will stop when the horse's nose crosses the finish line. At least two stopwatches will be used during each event. It is recommended that all contests use electric timers with at least one back up stopwatch. Timers should be set as close to the arena fence as possible. State contests must use electric timers.
2. A start and finish line must be clearly indicated by cones or markers. The cones or markers should be set as wide apart as arena conditions will allow. Horse and rider must pass between the cones to start and finish the event or an orange ribbon will be awarded.
3. When an exhibitor allows his/her horse to cross the finish line or break the beam of the electric timer before finishing the pattern, it will be considered a broken pattern with no time and an orange ribbon will be awarded.
4. In all timed events, knocking over obstacles or touching obstacle with hand in an attempt to prevent it from tipping over, will result in a five second penalty per obstacle.
5. Rider must have his/her horse under control as it enters the arena. Riders may either continue forward motion through the gate and onto the pattern where the gate will be closed promptly after the rider enters, or they may enter the gate and pause or circle to wait for the gate to be closed. All contestants will finish the pattern to a closed gate. Safety precautions: alleyway to be marked with cones up to 50 feet before gate. No running before the coned off area.
6. During timed events the gate will be closed after the contestant enters the arena and will not be opened until the rider has stopped after the completion of the pattern. Contestant missing a gate call will show at the end of the class. Missing a gate call without pre-approval of the show committee/management will penalized one ribbon placing from placing awarded.
7. If contestant fails to enter arena after two attempts, contestant will be excused and no run will be allowed.
8. Raking will be done every ten riders. If timers are moved to accommodate raking, re-measuring will be required.
9. A broken pattern is a disqualification and always earns an orange ribbon (not doing an obstacle or maneuver or in correct order is a broken pattern). A pattern is considered broken even if the horse and rider turnaround or backup to retrace steps to the point of error and correct the pattern without prematurely crossing the finish line. Using a lateral movement to correct a pattern going astray before passing an obstacle is acceptable, but once an obstacle is passed it is considered a broken pattern because it will cause some form of reversed progression.
 - Speed events which contain a jump will be permitted 2 refusals per jump. Refusals are defined as stepping back with one or more feet which does not disturb an obstacle or pass an obstacle. After 2 refusals the unsuccessful third try will result in disqualification. Lateral movements are permitted and not considered a refusal. Circling is considered adding a maneuver and it is an automatic disqualification as the pattern has now been broken
10. If necessary, an adult can lead a horse into the arena but may not encourage the horse to run 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.
11. Abusive use of bats, spurs, whips, reins, or over and under rope will result in disqualification and the awarding of an orange ribbon.
12. In speed events DANISH SYSTEM ribbons will be awarded as follows using an approximate natural break, 1/3 blue, 1/3 red, and 1/3 white ribbons.
13. Only Western equipment may be used.

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

POLE BENDING

EVENT DESCRIPTION

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

MEASUREMENTS

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

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

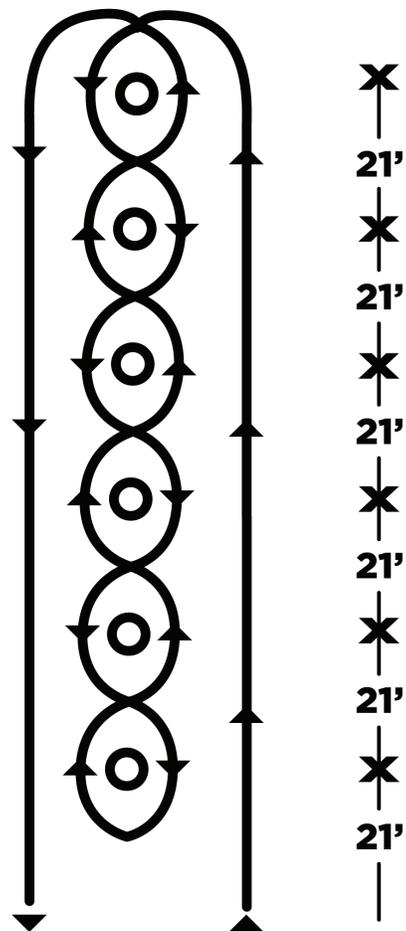
SCORING

Penalties

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

Disqualification

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



BARREL RACING

EVENT DESCRIPTION

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.

MEASUREMENTS

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

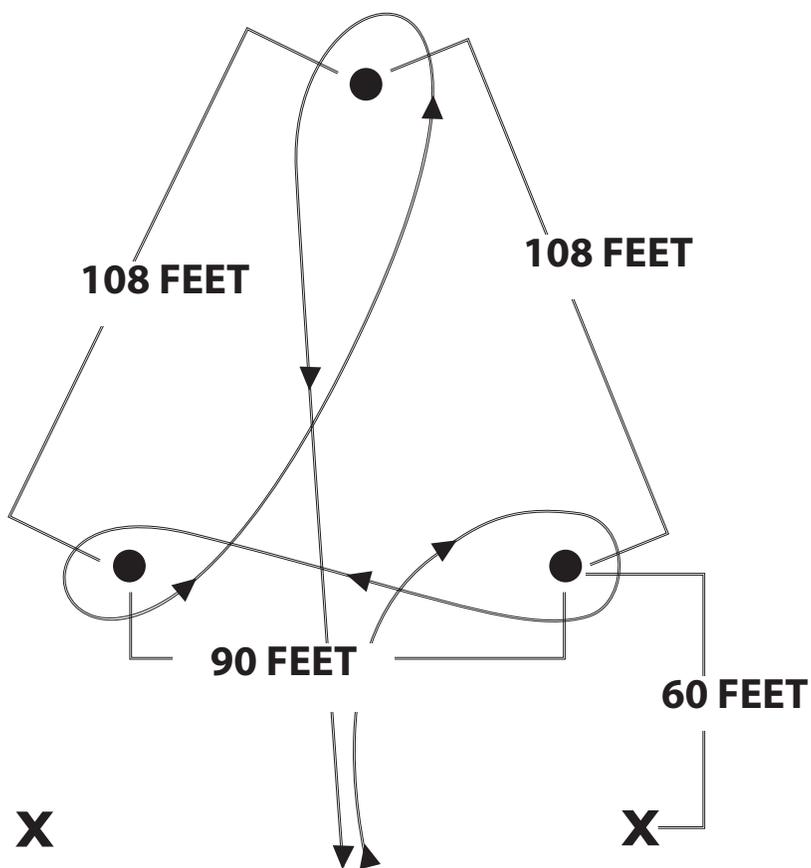
SCORING

Penalties

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

Disqualification

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



SUGGESTION:

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

GYMKHANA GIG

EQUIPMENT

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

Six regulation poles, One 2-piece set of Bloks, One 10-foot scurry jump bar, and Two 55-gallon barrels.

EVENT DESCRIPTION

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

MEASUREMENTS

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

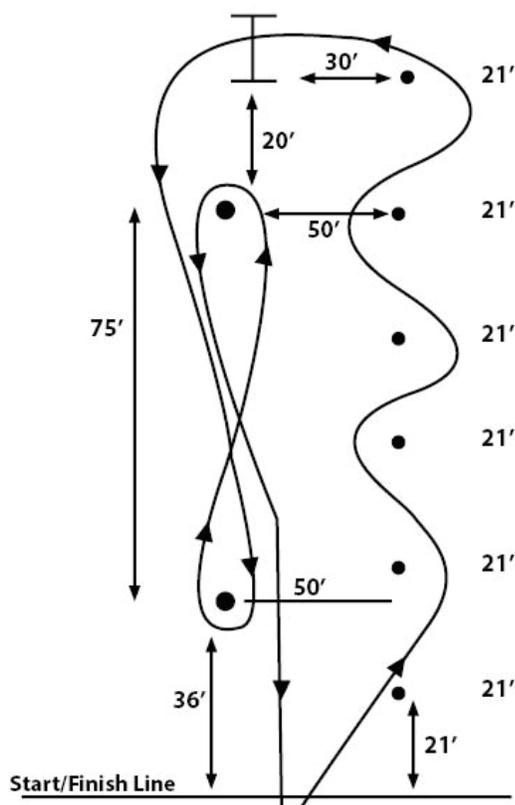
SCORING

Penalties

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. 1-3 legs miss a jump it will result in a 5 second penalty. (All of the horse must go over the jump.)

Disqualification

A broken pattern always earns an orange ribbon. Two refusals of the jump are permitted before a DQ is called. A refusal is defined as stepping back of a horse with one or more feet. After 2 refusals the unsuccessful third try will result in disqualification. Lateral movements are permitted and not considered a refusal. Circling is considered adding a maneuver and it is an automatic disqualification as the pattern has now been broken.



FLAG RACE

EQUIPMENT

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

EVENT DESCRIPTION

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

MEASUREMENTS

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

SCORING

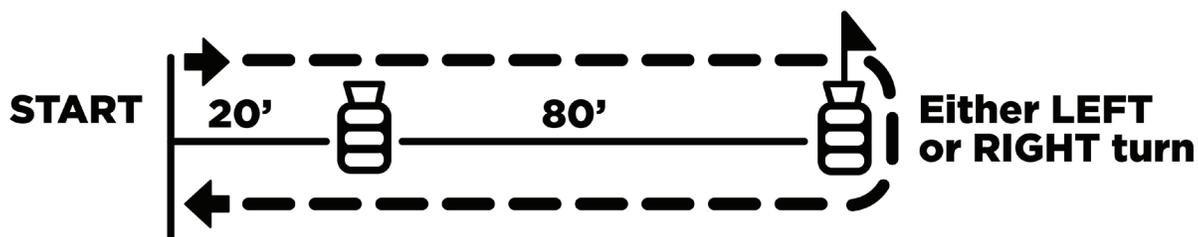
Penalties

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

Disqualification

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

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



KEYHOLE RACE

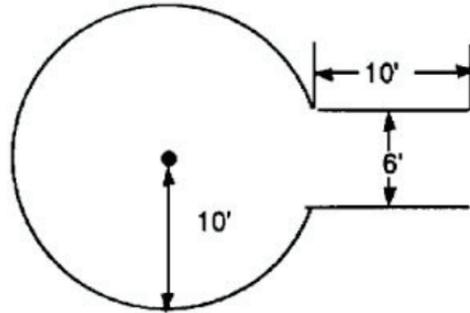
EVENT DESCRIPTION

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

MEASUREMENTS

The keyhole will have the following dimensions:

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



SCORING

Penalties

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

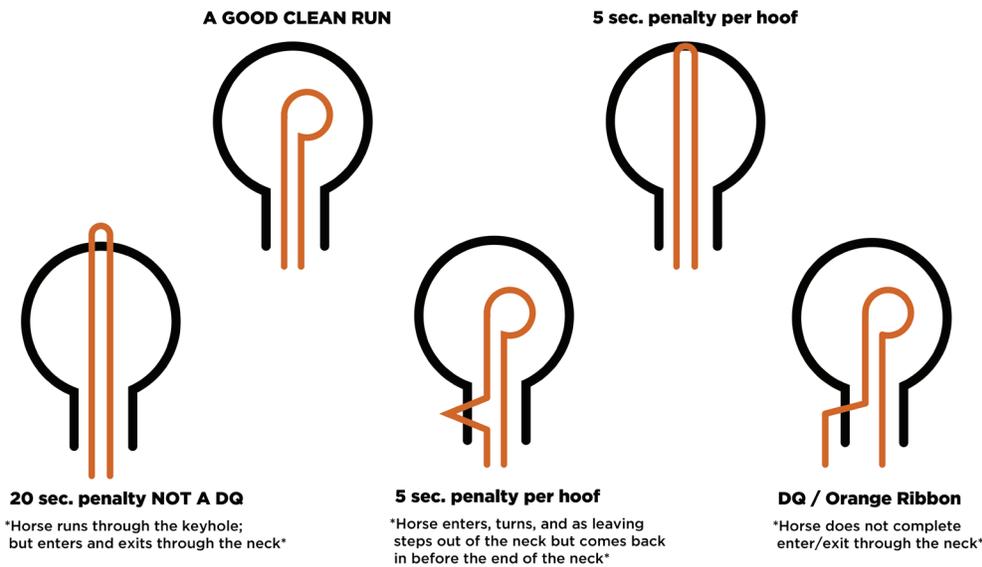
Disqualification

Horses not entering or exiting through the neck, or turning around in neck, will be disqualified. A broken pattern is a disqualification and always earns an orange ribbon.

KEYHOLE FOR UTAH 4-H

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

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



SCURRY

EQUIPMENT

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

EVENT DESCRIPTION

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

MEASUREMENTS

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

SCORING

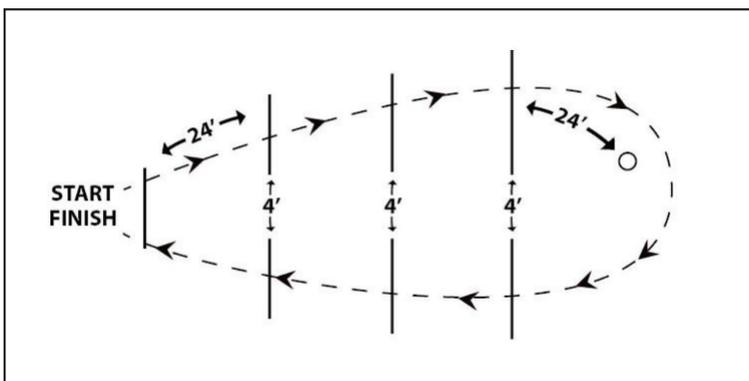
Penalties

Knocking over the end marker or touching it with hand in an attempt to prevent it from tipping over will result in a 5 second penalty. A 5 second penalty will be assessed per each 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.

Disqualification

Only two refusals per jump will be allowed before disqualification. A refusal is defined as a horse stepping back with one or more feet which does not disturb an obstacle or pass an obstacle. After 2 refusals the unsuccessful third try will result in disqualification. Lateral movements are permitted and not considered a refusal. Circling is considered adding a maneuver and it is an automatic disqualification as the pattern has now been broken.

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



QUADRANGLE STAKE RACE

EVENT DESCRIPTION

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

MEASUREMENTS

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

SCORING

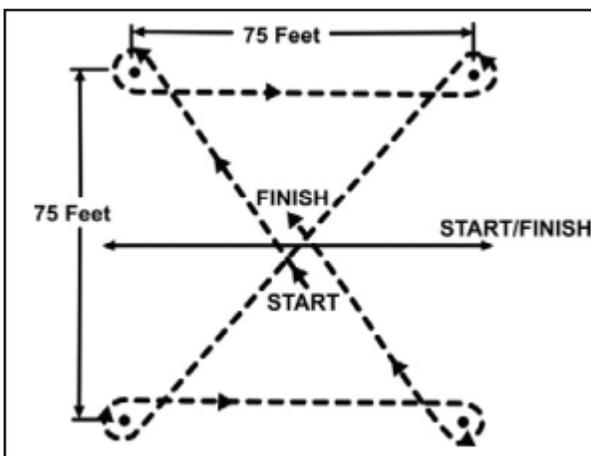
Penalties

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

Disqualification

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

Pattern must be performed only as drawn. A broken pattern always earns an orange ribbon."





Section 04

Two-Handed

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 Horsemanship; 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 bit or hackamore, the horse will be able to progress to a curb or shanked bit and perhaps become a primary project animal used in more 4-H contests.

After arrival at the show, the 4-H exhibitor will be the only individual 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 with a bosal or snaffle bit. The rider's hands should be carried near the pommel and not further than 4 inches out on either side of the saddle horn, with very limited movement.

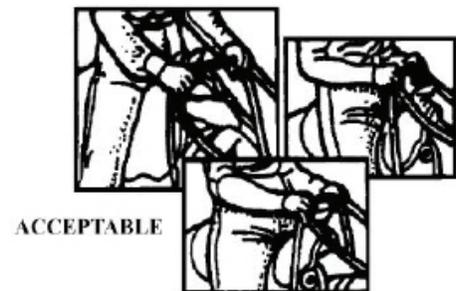
5. A broken pattern in any judged event will be a disqualification and will be awarded an orange ribbon.
 - A broken pattern is defined as not performing an obstacle or maneuver in the correct order, missing or eliminating an obstacle or maneuver, no attempts to perform an obstacle or maneuver, being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

Attire — the same as any Western Performance Class.

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

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



TWO-HANDED HORSEMANSHIP

CLASS DESCRIPTION

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-H exhibitor. 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 and any equipment (with the exception of reins or when mounting and dismounting) with hands; head carried too low or too high; opening mouth excessively; and excessive use of spurs. Unsound horses shall be dismissed.

PRESENTATION AND POSITION OF EXHIBITOR

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

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

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

Regardless of the type of stirrup the boot heel should be touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalized. When riding without stirrups, the exhibitor should maintain the same position as previously described.

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

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

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

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

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

PRESENTATION OF HORSE

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

PERFORMANCE

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

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

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

Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. Backing during turns will be penalized severely.

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

MOUNTING

*Junior and Intermediate do not remount

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

Facing rear of horse, twist near stirrup with right hand and place left foot in stirrup. Keep knee snug against horse. Grasp saddle horn with right hand. Pivot or hop around until facing directly to side of saddle. Keep body erect and spring up from right leg. Be sure to clear horses 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 TWO-HANDED HORSEMANSHIP

Suitability 5 points:

Compatibility of horse and rider.

Appointment of Horse and Rider 10 points:

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

Walk 25 points:

Should be flat footed and ground covering, with horse showing good attitude. Nervousness, jiggling and breaking gait will be faulted.

Jog 25 points:

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 points:

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 points:

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 points

TWO-HANDED TRAIL HORSE

CLASS DESCRIPTION

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

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

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

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

Only two 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.

SCORECARD FOR TWO-HANDED TRAIL HORSE

Appointment of Horse 10 points:

Performance 50 points:

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 points

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

POTENTIAL OBSTACLES

1. 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, (Seniors may remount and back out of barrier). After dismounting, and before proceeding to walk around barrier, reins may be dropped straight down or left safely draped on the saddle. Reins that are dropped straight down must remain inside of the barrier of logs or lime. If romal reins are used one side of the rein MAY be detached from bit.

This obstacle would be acceptable at the end of a Junior and Intermediate trail pattern since they don't remount.

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 (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.
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. Pick up jacket, slicker, rain coat or other clothing article, place on both sides of saddle horn then hang back up; the horse remains in place.
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.
11. Mailbox: rider removes and replaces materials from inside a free stranding mailbox.

TWO-HANDED EQUITATION

CLASS DESCRIPTION

Each rider will work individually. The show committee, in conjunction with the judge, shall develop and post the pattern prior to the show. Routine will contain no more than eight separate maneuvers selected to determine the equitation ability of the riders. Markers should be utilized to indicate changes in gaits or pattern change points. Five horses in the arena at a time. Rotate one in and one finish, the last five stay until all five are done.

POTENTIAL TASKS

- Walk, jog, or lope in a straight line, curve or circle. Any combination of these gaits and patterns, such as a figure eight, may be used.
- Stop
- Back
- Turn on the haunches with either (a) a walking motion on the front end; (b) a spin; or (c) a rollback. One only to be designated.
- Side pass either or both directions
- Simple change of lead through the jog, walk or halt, in a straight line or figure eight or any other pattern
- Flying change of lead in a straight line, figure eight or any other pattern
- Counter lope
- Dismount and mount
- Ride without stirrups
- Turn on the forehand

EXAMPLE OF PATTERN

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

JUDGING

Riders will be judged on seat, hands, legs, ability to control and show horse, as well as suitability of horse to rider. 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. Transitions need to be with the rider's leg at the cone, if not will result in ribbon drop.

BASIC POSITION

Refer to *Western Horsemanship* for explanation.

SCORECARD FOR WESTERN EQUITATION

Suitability 5 points:

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

Appointment of Horse and Rider 10 points:

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

Seat 25 points:

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

Hands 20 points:

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

Legs 20 points:

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

Pattern 20 points:

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

Total: 100 points

Section 05

In-Hand Show



IN-HAND

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

Events will include: Test (mandatory); Showmanship at Halter (mandatory); Portfolio; Longe Line, and In-Hand Trail

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

CLASS RULES

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

SHOWMANSHIP AND LONGE LINE

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

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

CLASS PROCEDURE

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

SHOWMANSHIP

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

LONGE LINE

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

Horses are judged at each gait on their responsiveness to cues and team work from the exhibitor (34 points), manners/attitude/willingness to work (14 points), and use of the circle (6 points). Conformation and quality of movement are not taken into consideration. Because these are young horses, some leniency is given for horses that play on the longe line. Horses will be penalized for blatant disobedience, excessive bucking, running or charging. If the horse breaks free from the exhibitor, it is an automatic disqualification. Full points will be awarded to horses that require light control and go softly and quietly throughout the demonstration, responding quickly to cues given from the exhibitor. Transitions between gaits are smooth without interruption of forward motion. Horses exhibiting a positive manner and attitude and a willingness to work move forward with comfort, alertness, and confidence. Exhibitors should utilize the space and maximize their lunging radius of approximately 25'.

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

Equipment

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

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

SCORING SPECIFICATION

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

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

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

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

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

IN-HAND TRAIL

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

CLASS PROCEDURE

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

Course will include a minimum of 6 and maximum of 8 obstacles. Obstacles may be repeated in a pattern, but should be counted towards the total obstacles accordingly. For example, going over the bridge twice would count as two obstacles in the pattern. Portions of obstacles may also be used to complete a different obstacle. For example, using the long side of the "L" to side pass. Patterns should clearly specify when this is the case.

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

**Note that poles and logs are interchangeable terms*

POTENTIAL OBSTACLES INCLUDE:

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

the pole unless otherwise specified in the pattern. Exhibitor should face the horse until the side pass is complete. NOTE: This obstacle allows for the exhibitor to use their hand to touch the horse to initiate the side pass. A penalty will be incurred if the exhibitor does not remove their hand, or if they have to repeatedly touch the horse to finish the obstacle. The lead at the chain and the excess lead can be held in the hand at the horse's head.

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

EQUIPMENT

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

SCORING SPECIFICATION

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

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

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

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

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

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

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

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

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

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Section 06

Appendix

TEAM GROOMING

CLASS DESCRIPTION

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.

GROUND DRIVING

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

CLASS DESCRIPTION

Exhibitor will execute a driving pattern determined by the judge.

Tests from which judges may choose:

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

Judge will evaluate performance of selected tests along with horses control and willingness to work.

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

TEAM RIDING

CLASS DESCRIPTION

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

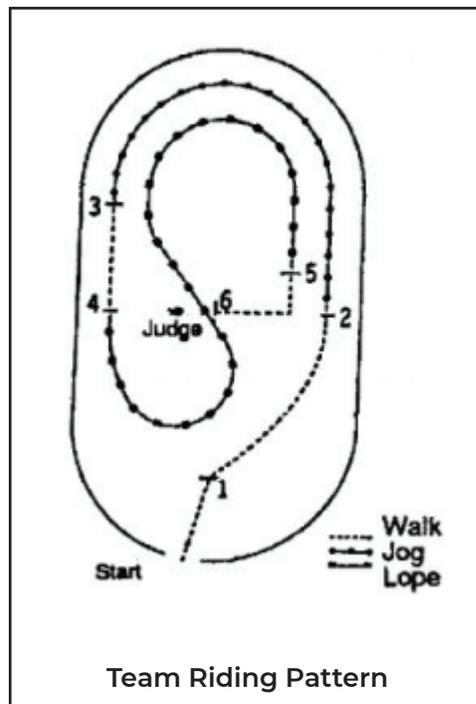
In order to earn maximum score on uniformity, it is recommended that all three riders on each team ride the same seat, either hunt, saddle, dressage or stock.

TEAM PATTERN

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



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.

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.

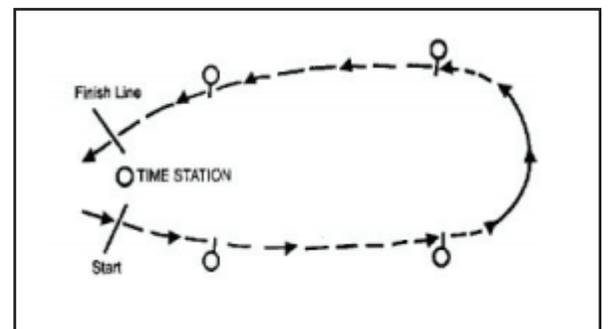


FIGURE EIGHT STAKE RACE

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.

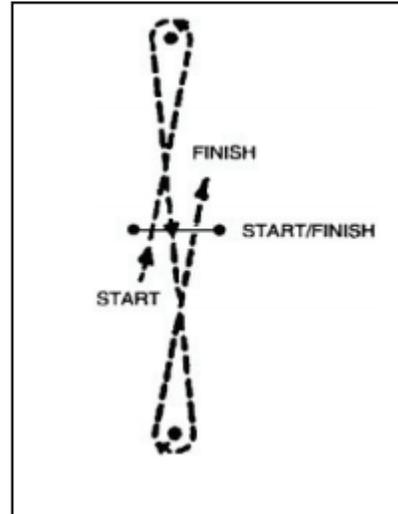
Two additional stakes are placed 20 feet apart in the center of the arena to constitute a start/finish line as indicated in diagram.

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.

O'RILEY SAYS

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

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

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

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

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

If "It" carries out the own "wrong" commands, more competitors can be caught. For example, "It" may say, "O'Riley Says," pat your left knee, "O'Riley Says," Jog your horse, walk your horse."

Anyone obeying the last command will naturally be caught. "It" may choose anyone making a mistake to become the next "It." The one making the least mistakes wins.

NIGHTGOWN RACE

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

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

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

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

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

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

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

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

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

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

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

Usually an arena can accommodate four teams at one time.

COSTUME RACE

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

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

GOAT TYING

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

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

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

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

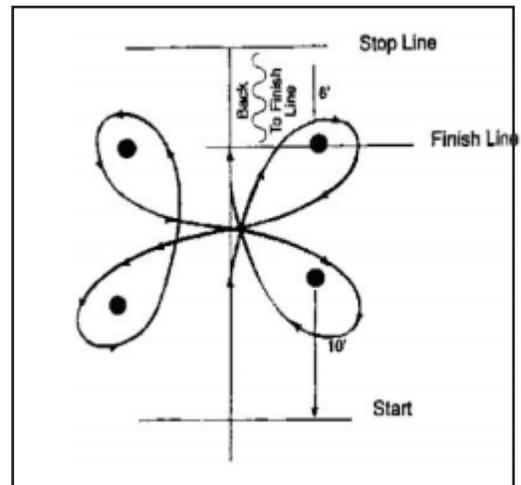
QUADRANGLE BARREL RACE

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

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

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

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

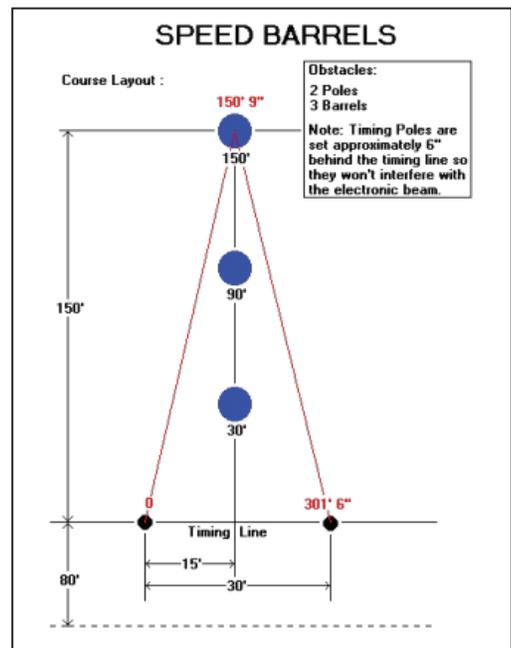
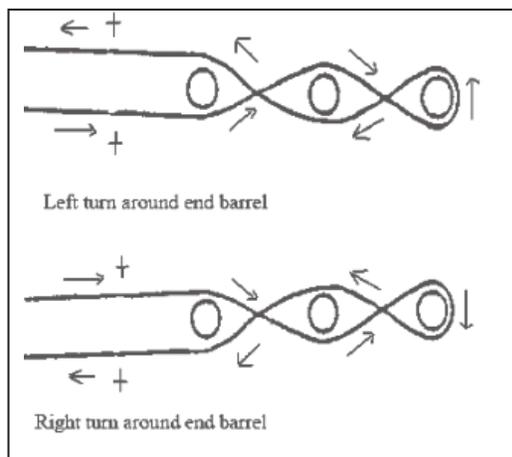


SPEED BARREL RACE

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

The Pattern:

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





UTAH 4-H HORSE | SHOWMANSHIP

Class: _____

Date: _____

Handling or Showing (H) - Completes maneuvers of pattern appropriately, poses horse in best possible position, alert and attentive while in the ring, uses quarter method during inspection.

Grooming (G) - Coat free from dirt, dust, dandruff, and excess oil. Mane and tail combed and clean. Horse properly trimmed, hooves neatly trimmed or shoes that fit. Mane and tail trimmed in keeping with breed or type of horse.

General Appearance (GA) - Condition and thriftiness. Hair smooth and shiny, mane and tail glossy, alert and responsive.

Attire of Attendant (A) - Clothing of exhibitor should be clean, well fitting, and suitable for the job at hand. Spurs should not be worn.

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

Ribbons:

- BLUE: Above Average, Minimal or No Mistakes
- RED: Average, some mistakes
- WHITE: Below average, several mistakes, needs improvement
- ORANGE: Broken Pattern

Maneuver Score

Maneuver's go into the Handling or Showing score. Points should be adjusted to represent pattern. Suggested scoring would be + = 10 pts, √=7 pts, - = 5 pts, 0 = zero.

Judge's Name (Printed): _____

Judge's Signature: _____

#	MANEUVER SCORES					HS	G	GA	A	E	Comments	SCORE	RIBBON AWARD	CLASS PLACING
	+ = 10 pts, √ = 7 points, - = 5 pts, 0 = zero pts													
	1	2	3	4	5									
						50pts	20pts	20pts	5pts	5pts				

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UTAH 4-H HORSE | WESTERN EQUITATION

Class: _____
Date: _____

Pattern (P) - 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. Simple lead changes should be awarded full points, correct flying lead changes may be awarded extra points.

Pattern Notes:

+ for maneuver done well (full points)

✓ maneuver done adequately (3/4 points)

- maneuver needs improvement (1/2 points)

X maneuver results in ribbon drop (0 points)

Seat (S) - Rider should maintain erect posture, correct center of balance, and complete contact with saddle. Faults: excessive body motion, poor posture, failure to maintain seat.

Hands (H) - Should be quite and light, maintaining consistent control. Reins must be held correctly. Faults: failure to maintain consistent head position or rhythmic gaits, heavy hands, horse's mouth gaping, constant bumping with reins.

Legs (L) - Should be quiet, secure, correct position, and proper weight in stirrups. Faults: excessive motion, uneven stirrups, insufficient weight in stirrups, loss of stirrups.

Appointment of Horse and Rider (A) - Horse, Rider's clothes, and all equipment should be clean, serviceable, and safe. Horse should be properly trimmed.

Suitability (C) - Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs performance.

Ribbons:

- BLUE: Above Average, Minimal or No Mistakes

- RED: Average, some mistakes

- WHITE: Below average, several mistakes, needs improvement, incomplete maneuvers

Ribbon Drop:

Maneuver done with rider's leg ahead of or behind the cone

Maneuver done on the wrong side of the cone

Automatic Orange Ribbon:

- Broken pattern (failed attempts are not considered a broken pattern)

- Eliminating a maneuver

Judge's Name(Printed): _____

Judge's Signature : _____

#	PATTERN NOTES								P	S	H	L	A	C	Comments	SCORE	RIBBON AWARD	CLASS PLACING
	1	2	3	4	5	6	7	8										
	20 pts	25 pts	20 pts	20 pts	10 pts	5 pts												

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UTAH 4-H HORSE | RANCH RIDING

Class: _____
Date: _____

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Too slow (per gait) - Over-bridled (per maneuver) - Out of frame (per maneuver) - Break of gait for two strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait at walk or trot for three strides or more - Break of gait at lope - Wrong lead or out of lead - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change - Draped reins (per maneuver) - Excessive disturbance of obstacle (minor disturbances are not considered a penalty and is only reflected in maneuver score) <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Blatant disobedience (kick, bite, buck, rear, etc.) per occurrence 	<p>Ribbons:</p> <ul style="list-style-type: none"> - BLUE: Above average, minimal or no mistakes - RED: Average, some mistakes - WHITE: Below average, several mistakes, needs improvement, incomplete maneuvers <p>Automatic Orange Ribbon:</p> <ul style="list-style-type: none"> - Broken pattern (failed attempts are not considered a broken pattern) - Eliminating a maneuver <p>Maneuver Scores</p> <p>-Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. A score of 70 denotes an average performance.</p> <p>Judge's Name (Printed): _____</p> <p>Judge's Signature: _____</p>
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#	MANEUVER SCORES															PENALTY TOTAL	SCORE	RIBBON AWARD	CLASS PLACING	
	-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
Maneuver Description																				
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15					
	PENALTY																			
	CONTENT																			
Comments:																				
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UTAH 4-H HORSE | WESTERN TRAIL

Class: _____
Date: _____

<p>Performance (P) - Horse should have a smooth performance at each obstacle, be responsive to rider's cues, and be under control. Horses should stand quietly when mounted or dismounted. Horses that throw head, fight, bite, or kick should be penalized per maneuver.</p> <p>Two attempts are allowed per obstacle. If the horse refuses twice, the judge should announce, "move on" and the maneuver will receive zero points.</p> <p>Appointment of Horse and Rider (A) - Horse, Rider's clothes, and all equipment should be clean, serviceable, and safe. Horse should be properly trimmed.</p> <p>Maneuver Score - Each obstacle or maneuver can earn up to 10 points. Recommended scores are: + = 10 pts, ✓ = 7 points, - = 5 pts, 0 = zero pts</p>	<p>Ribbons:</p> <ul style="list-style-type: none"> - BLUE: Above Average, Minimal or No Mistakes - RED: Average, some mistakes - WHITE: Below average, several mistakes, needs improvement, incomplete maneuvers <p>Automatic Orange Ribbon:</p> <ul style="list-style-type: none"> - Broken pattern (failed attempts are not considered a broken pattern) - Eliminating a maneuver <p>Judge's Name (Printed): _____</p> <p>Judge's Signature: _____</p>
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#	MANEUVER SCORES						A	Comments	SCORE	RIBBON AWARD	CLASS PLACING
	+ = 10 pts, ✓ = 7 points, - = 5 pts, 0 = zero pts										
	1	2	3	4	5	6	5pts				

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UTAH 4-H HORSE | TWO-HANDED PLEASURE

Class: _____

Date: _____

Walk (W) - Should be flat footed and ground covering, with horse showing good attitude. Nervousness, jiggling, and breaking gait will be faulted.

Jog (J) - Should be an easy riding, two-beat gait, with good rhythm and consistency. It is square and balanced with a straightforward movement of the feet. Breaking of gait will be faulted.

Lope (L) - An easy, rhythmic three-beat gait always performed on the correct lead. Four-beat gaits are not considered the required gait. Horse should lope with a natural stride and appear relaxed and smooth. Excessive speed will be faulted.

Appointment of Horse and Rider (A) - Horses, rider's clothes, and all equipment should be clean, serviceable, and safe. Horse should be properly trimmed.

Suitability (S) - Compatibility of horse and rider. Unsoundness shall not penalize a rider unless it impairs the required performance.

Ribbons:

- BLUE: Above Average, Minimal or No Mistakes
- RED: Average, some mistakes
- WHITE: Below average, several mistakes, needs improvement

Judge's Name:(Printed)_____

Judge's Signature:_____

#	W 25 pts	Jog 25 pts	Lope 25 pts	A 10 pts	S 5pts	Comments	TOTAL SCORE	RIBBON AWARD	CLASS PLACING

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