

UTAH 4-H



English Horse Rule Book



Produced by

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and the Utah 4-H State English Horse Council



I Pledge

My **HEAD** to clearer thinking

My **HEART** to greater loyalty

My **HANDS** to larger service, and

My **HEALTH** to better living.

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

Dear 4-H Volunteer and Member:

Please report any needed corrections to Megan Hendrickson (megan.rowley@usu.edu), or contact the State 4-H Office.

Rule change suggestions should be submitted to the State 4-H English Horse Council

Rules Committee via the State 4-H Office or 4-H English Horse Council President, prior to the September State 4-H Individual Horse Show.

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

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Section 01

General Information

The purpose of 4-H is to help youth develop a foundation in equitation and sportsmanship using any horse. Although 4-H defers to other rule books for any items that are not specified in the 4-H rulebook, the horse's movement is judged on body type and conformation, regardless of the breed.

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

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

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

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

4-H OBJECTIVES

Encourage youth to:

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

USE OF NAME AND EMBLEM OF 4-H CLUB WORK

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

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

GENERAL RULES

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

1. Club and county contests are encouraged to follow these rules for competition. Contest committees and leaders should make every effort to inform all members, leaders, parents, and judges of rules to be used, especially if they vary from state rules.
2. At all 4-H contests each 4-H member must provide the horse he/she uses. The horse may be leased or borrowed, providing the member has access to the horse at all times during the project year and has major responsibility for its care and maintenance. This does not necessarily include financial support. This rule applies to Western, Two-Handed, and English project horses.
3. After arrival at the show the 4-H exhibitor will be the only individual that rides the horse until all events are complete. Violators will be disqualified from the show in its entirety.
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 and may be referred to the State 4-H English Horse Council for a final decision.
 - Each County needs to have by-laws and rules to avoid unnecessary misunderstandings regarding qualifications and substitutions that may be required.
5. The 4-H member's project is centered around one primary project horse, but additional horses may be used for breeding, two-handed training classes, Western competition, colt training, trail riding, etc.
6. A 4-H member will be disqualified from an event and awarded an orange ribbon for verbal or physical abuse of people or horses committed by the 4-H member or any family member or associate.
7. All participants in 4-H contests will receive blue, red, or white ribbons. Those disqualified for breaking patterns or having an abusive performance or other violations specified in this Utah 4-H English Horse Rule Book will receive an orange ribbon. A broken pattern (not doing an obstacle/maneuver or not doing the pattern in the correct order) in any event, will be a disqualification.

8. A primary objective of the 4-H English Horse Program is for youth to learn horsemanship and to do their own training. If a horse needs to be taken to a professional trainer for special purposes, the youth should be trained with the horse.
9. Stallions of any age are prohibited in 4-H classes.
10. It is recommended that 4-H Horse Show judges be selected from the 4-H Horse Show Judging List and/or the USU Certified Horse Show Judges list. Current 4-H Judges are encouraged to attend judges training at least every other year. New 4-H Horse Show Judges from either pool are encouraged to apprentice a minimum of two shows before judging solo as the official show judge.
11. Any exhibitor falling from the horse during any event will receive an orange ribbon and disqualification, with no re-ride.
12. Any equipment (tack) failure in any event resulting in the riders' inability to complete the event shall receive an orange ribbon and disqualification, with no re-ride.
13. Abusive use of bats, spurs, whips, reins, will result in disqualification and the awarding of an orange ribbon. This applies to all events. See Exhibitor Behavior, rule 2 for definition of abuse.
14. All timed events will be timed start flag to finish flag/cone/timer. That is, the clock will start when the horse's nose crosses the starting line and will stop when the horse's nose crosses the finish line. At least two stop watches will be used during each event.
15. A start and finish line must be clearly indicated by cones or markers. The cones or markers should be set as wide apart as arena conditions will allow. Horse and rider must pass between the cones to start and finish the event or an orange ribbon will be awarded.
16. When an exhibitor allows his/her horse to cross the finish line before finishing the pattern, it will be considered a broken pattern with no time and an orange ribbon will be awarded.
17. At State and Region Contests, exhibitors will receive a number which will be pinned to the rider's back or the bridle number which may be attached to horse's bridle. If a contestant does not have a number it is a ribbon drop

18. In any class the judge may direct any exhibitor to repeat or perform additional maneuvers.
19. A red ribbon in a horse's tail indicates that the horse may kick. A red ribbon in a horse's mane indicates that the horse may bite. A horse that has the appropriate red ribbon(s) attached, that bites or kicks at an approaching horse, will not be penalized for such actions. Always keep a horse-length spacing when approaching an identified horse.
20. 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.
21. All 4-H exhibitors must take the written test to be eligible to compete in the other events of the show.
22. Anyone missing their gate call in any event without pre-approval from the show committee or management, will show at the end of the class and be penalized 1 ribbon placing from the placing awarded.
23. Utah 4-H will hold two state-wide English Horse Shows each year. One will be a Hunter type show and one will be and Eventing type show. The Events for each show are indicated below.

Hunter Show

- Test
- Hunt Seat Equitation
- Hunt Seat Equitation over Fences
- Hunter Hack

Eventing Show

- Test
- Stadium Jumping
- Dressage
- Cross-Country (Except Crickets)

ATTIRE

1. A 4-H patch — must be worn on the left sleeve. The patch must be visible during the event. If the patch is missing or is not visible, it is a ribbon drop in judged events and a 5 second penalty in timed events. Other acceptable patches include any available through <https://shop4-h.org>.
2. HELMETS — The Utah State 4-H Office highly encourages the use of helmets during all equestrian events. Effective January 2011, helmets are required for all English events occurring at 4-H sponsored horse shows. Helmets must be approved by the American Society for Testing and Materials (ASTM) and Safety Equipment Institute (SEI) and worn with harness fastened properly under the chin. Riders without helmets will be disqualified from the show. Helmets are required anytime you are mounted on your horse at a 4-H event.
3. HUNTER ATTIRE — Riders should wear hunter style attire including a hunt coat of tweed or dark solid color, a shirt of conservative color, with stock and pin, or ratcatcher, or tie, and English style breeches or jodhpur pants. A tan color is preferred, but not required. A belt is required, but is not to be of western style. Appropriate Hunter Attire Combinations:



- Breeches with tall english/western riding boots
- Breeches with paddocks boots or western riding boots and half chaps of any material (suede, smooth leather, etc.)
- Jophurs with paddock boots and garters or western style riding boots

Spurs of the unroweled type with a maximum length of 1 ½" and crops or bats are optional but crops and bats are not to exceed 30" in length including the lash. Hair needs to be tied back, off the face, under the helmet (bun, braid, etc.)

In extreme weather conditions the judge may allow exhibitors to compete without jackets. Extreme weather conditions include temperature above 85° F, or a heat index above 85° F, or at the discretion of the judge/show committee exhibitors can compete without jackets. However, shirts must have sleeves and no ratcatcher collar or stockties are permitted. Sleeveless is prohibited. In the event of an exhibitor having a sleeveless shirt, the jacket must remain on.

4. STADIUM JUMPING — Full English gear is required. See #3 above.
5. DRESSAGE — Full English gear is required. See #3 above.
6. CROSS COUNTRY — A collared shirt with sleeves (short or long) is mandatory. The shirt may be a polo or other collared shirt. A body protecting vest that passes or surpasses ASTM's standards (F1397) must be worn during warm up and cross country phrase. Spurs of the unroweled type with a maximum length of 1 ½" and crops or bats are optional but crops and bats are not to exceed 30" in length including the lash. Hair is to be secured either in a bun or a braid at the base of the neck or under the helmet. American Standard for Testing Materials (ASTM) approved headgear, worn with harness fastened under chin, is required.

7. **EXCEPTIONS** — Because 4-H is open to all youth regardless of race, color, national origin, sex or religion, religious restrictions of certain types of clothing will be accepted. In such cases where deviations from 4-H dress standards are necessary, the contest management should make the judge aware that at no time will points be discounted for religious dress restrictions, such as culottes in place of English style pants.
8. **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 English shirts and long pants. Tank tops, pullovers, or sweat shirts do not present a desirable image to the public or participants.
9. **AWARDS DRESS CODE** — Appropriate dress is required when receiving awards.

GUIDELINES

1. All horse's hooves should be properly trimmed or shod for all 4-H activities.
2. Hoof paint/polish is optional and is not more desirable than clean unpainted hooves. A good clean well-groomed hoof is the main objective.
3. 4-H members, 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.
4. A written test will be given at every 4-H horse contest to help encourage the educational component of the 4-H horse program. All test questions will be limited to horse and English Discipline related topics.
5. Simple lead changes: When simple lead changes are allowed, exhibitors are limited to only three trot steps to make the lead change.
6. All participants are encouraged to wear a medical arm band or bracelet on the right arm or leg.
7. All English State and Region horse shows will be subject to the Utah 4-H Biosecurity policy.
8. All facilities used for events, shows etc. are used at your own risk. All event locations should have a sign posted that says the following:

NOTICE: USE THIS FACILITY AT YOUR OWN RISK.

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

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

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

EXHIBITOR BEHAVIOR

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

UTAH 4-H EQUINE DRUG RULE

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

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

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

Definition 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.

THREE-MEMBER GRIEVANCE COMMITTEE

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

The purpose of this committee is to:

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

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

ENGLISH SHOW INFORMATION:

At the English Show each class will be placed on the DANISH SYSTEM (Blue, Red, White, and Orange) and place the top five.

Exhibitors will show in a level according to ability. The divisions are Cricket, Grasshopper, Pre-Novice, Beginner Novice, Novice, and Training.

Cricket are walk/trot classes only.

Grasshopper will be walk/trot only on the flat. Grasshoppers will have the option to canter in any jumping class.

Cricket division will be limited to 3rd - 5th graders only. Grasshopper (Intro) division will be divided into two separate age divisions: Grasshopper A is for youth in 3rd-7th grade. Grasshopper B is for youth in 8th-12th grade. The show committee may combine Divisions A and B according to registration numbers.

Seniors and Intermediates may submit a request to show in the cricket division that will be reviewed by the committee appointed by the youth development specialist. Committee will determine if the requester will be evaluated over fences.

If rider is observed jumping at a skill level that the technical delegate classifies as "unsafe," the technical delegate will evaluate the rider and place in an appropriate division.

4-H will offer "concois avec honneur" for any English rider that has competed in local, regional or National English or Western events, above the Intro (Cricket and Grasshopper (Intro) in English or Novice in 4-H Western) levels. These classes will be specifically for members showing a "green" or inexperienced horse at the show. The points for this horse and rider combination will not be tallied into the regular classes for overall placings at the show, but is intended to allow the horse to gain experience at the introductory levels.

Pole height will be measured from the ground to the top of the pole. Pole width will be measured from outside to outside of the jumping standard.

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

1. Using a different less experienced horse;
2. Given permission by an approved evaluator ;
3. Given permission by the 4-H volunteer chairperson of the county horse program.

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

4-H COMBINED TRAINING

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

Disqualification in one phase of 4-H Combined Training does not eliminate an exhibitor from participating in a succeeding phase. However, if the safety committee in one phase rules that an exhibitor is unsafe to continue to a succeeding phase, the exhibitor will be eliminated. The committee is encouraged to eliminate unsafe competitors.




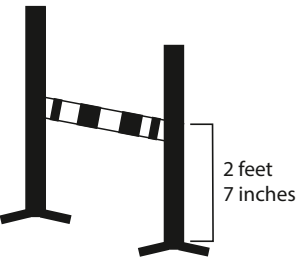
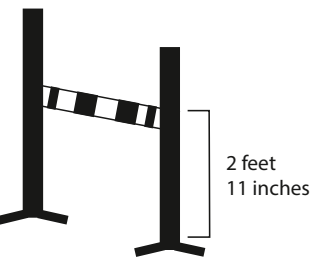
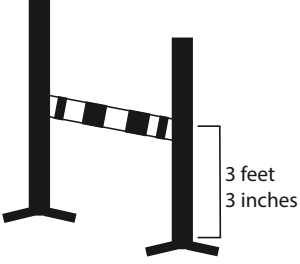
UNAUTHORIZED ASSISTANCE

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

EXCEPTIONS

After a fall or if an exhibitor dismounts, she/he may be assisted to catch the horse, to adjust the saddle, to remount or be handed any part of the saddle or equipment while dismounted or after remounting. Whip, headgear or eye wear may be handed to an exhibitor.

At the start of cross country the exhibitor may be assisted by a third party

Level 1: CRICKETS	Level 2: Grasshopper A & B	Level 3: PRE-NOVICE
<p>To trot over poles on ground. (If can be arranged - crickets will be allowed to go over poles on ground/ or jumps not to exceed 12 inches. Event will be based on an optimum time set by course designer.)</p> 	<p>Jumping up to 18 inches Spreads: No spread</p> 	<p>Jumping up to 2 feet, 3 inches Spreads not to exceed 2 ft, 11 in</p> 
Level 4: BEGINNER NOVICE	Level 5: NOVICE	Level 6: TRAINING
<p>Jumping up to 2 feet, 7 inches Spreads not to exceed 3 ft, 3 in</p> 	<p>Jumping up to 2 feet, 11 inches Spreads not to exceed 3 ft, 7 in</p> 	<p>Jumping up to 3 feet, 3 inches Spreads not to exceed 3 ft, 11 in</p> 

APPROPRIATE TACK AND EQUIPMENT

HUNTER CLASSES

BRIDLES — with regulation snaffles, and full bridles, all with cavesson nosebands (see illustration on page 13). If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. No flash, dropped or figure eight nosebands are allowed.

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

BOOTS OR WRAPS — are prohibited in Hunter classes. If weather is inclement, contest officials may permit the use of bell boots. A rider may ask for permission for boots or wraps based on the safety and comfort of the horse. The request must be approved by the show committee and/or judge.

SADDLE — A hunt seat saddle with a forward flap (fender) is required. Western, Australian, Saddle Seat, Park Seat and Dressage type saddles are not suitable.

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

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

STADIUM/CROSS COUNTRY

BRIDLES — with regulation snaffles, and full bridles, all with cavesson nosebands (see illustration on page 13). If the class requires that exhibitors return to the ring to jog for soundness they must use the same complete bridle in which they have performed. Flash, dropped or figure eight nosebands are allowed.

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

BOOTS OR WRAPS — are allowed.

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

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

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

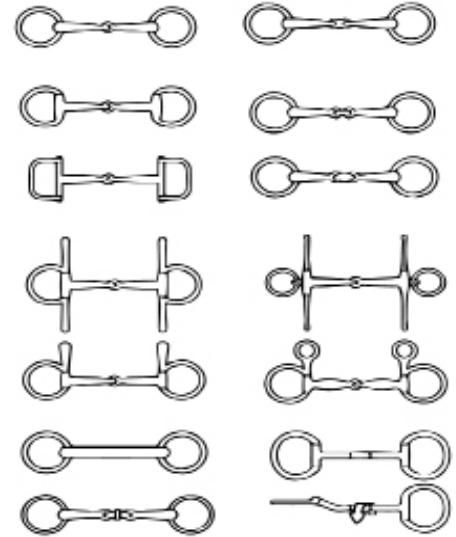
DRESSAGE

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

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

BITS — An English snaffle (no shank), all with cavesson nosebands and plain leather brow bands must be used. Brown bands can have "bling."

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



DRESSAGE

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

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

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

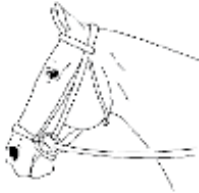
BOOTS AND BANDAGES — are not permitted.



Permitted Nosebands and Bridles

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

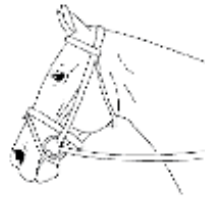
1. Dropped noseband



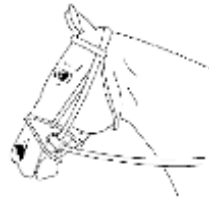
2. Cavesson noseband



3. Flash noseband



4. Mexican (crossed figure-8) noseband



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

CROSS COUNTRY COURSE

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

RED AND WHITE MARKERS

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

TIME

Optimum times for stadium jumping and cross country course will be determined and posted at least one hour prior to the start of the class. Riders going too fast or too slow will be penalized.

TRACK

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

SCORING

Each event may be placed and awarded ribbons separate from other events, at the state's discretion. To be eligible for the overall Combined Training award participants must successfully complete all three events (dressage, stadium jumping and cross country). To determine combined training placing, the participant's penalties in Stadium Jumping and Cross Country are added to Dressage penalties. Awards will be provided at each state show.

ACCESS TO ARENA AND COURSES

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

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

Section 02

Hunter | Jumper



HUNT SEAT EQUITATION (PATTERN CLASS)

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

CLASS DESCRIPTION

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

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

POTENTIAL TASKS

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

EXAMPLE OF PATTERN

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

JUDGING

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

SCORECARD FOR HUNT SEAT EQUITATION (PATTERN CLASS)

Pattern:

The pattern will be scored with each youth beginning at an average score (70). Each maneuver in the pattern will earn a -1 and 1/2, -1, -1/2, 0, +1/2, +1 or +1 and 1/2. The points for each maneuver will be added or subtracted from 70, resulting in a final score for the pattern.

A 0 denotes an average score for the maneuver.

Equitation:

Youth can earn up to 25 points for their overall Equitation (including having proper hands, seat and legs).

A youth that maintained absolutely perfect hands, seat and legs throughout the entire pattern would earn a score of 25.

Final Score:

The final score for the ride will be a combination of the Pattern and Equitation Score

HUNT SEAT EQUITATION OVER FENCES

CLASS DESCRIPTION

Judging begins when horse enters arena. Exhibitor may circle once before approaching the first obstacle and then proceeds around course keeping an even pace through-out. Except for refusals, jumping faults of the horse are to be considered and penalized accordingly. Any or all exhibitors can be called back to perform at walk, trot, and/or canter or to execute additional work as suggested above.

COURSE REQUIREMENTS

1. Class must be held over at least six obstacles.
2. In Pre-novice and above a change of lead is required. (Simple or flying)
3. In Beginner Novice and above a change of lead (simple or flying) and a combination are required.

SCORECARD FOR HUNT SEAT EQUITATION OVER FENCES

90-100: Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.

80-89: Minor equitation faults, i.e., long, weak distance, deep distance, one step landing at counter-canter. Rider still maintains a quality ride.

70-79: More problems occur, equitation suffers, i.e., rounded shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not a flowing course.

60-69: Major equitation faults, poor body position, loose legs and seat, failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.

40-59: Breaking to a trot while on course, counter-canter or disunited at ends of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.

10-39: Rider avoids elimination, one or two refusals, knock-downs, dangerous fences.

Penalties:

- A refusal
- Loss of stirrup
- Trotting while on course when not part of a test
- Loss of reins
- Incorrect diagonal

Ribbon Drop:

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

Disqualification:

- Falling from horse
- Equipment failure resulting in inability to compete
- No helmet
- Physical or verbal abuse
- Broken patterns = automatic white

Knockdown Faults:

- 4 faults per knockdown

HUNTER HACK

CLASS DESCRIPTION

The purpose of hunter hack is to give horses the opportunity to show their expertise over low fences and on the flat. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

Horses are to be shown at a walk, trot and canter both ways of the arena. Horses are required to jump two obstacles and gallop one way of the arena (except cricket and Grasshopper (Intro) divisions). Light contact with the horses mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors.

SCORECARD FOR HUNTER HACK

Scoring will be based on fence work, which represents 70% of the score, and rail work, which represents 30% of the score.

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

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

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

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

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

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

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

Penalties:

- Being on wrong lead and/or wrong diagonal at the trot
- Excessive speed or slowness (any gait)
- Breaking gait
- Failure to take gait when called
- Head carried too low or too high
- Nosing out or flexing behind the vertical
- Opening mouth excessively
- Stumbling

Ribbon Drop:

- No contestant number
- Missed gate call
- No patch/not visible
- Non-Standard equipment
- Use of split reins other than as outlined

Disqualification:

- Falling from horse
- Equipment failure resulting in inability to compete
- No helmet
- Physical or verbal abuse
- Broken patterns = automatic DQ



Section 03

Eventing

STADIUM JUMPING

CLASS DESCRIPTION

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

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

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

SCORECARD FOR STADIUM JUMPING

The horses are timed from a start and finish line, and a final score is obtained by combining the number of jumping faults (4 points for every jump knocked down), number of disobedience faults (4 points for any disobedience listed below), and time faults (1 point for every 1 second longer than the posted time will be added). If horses have the same score, the horse with the faster time will win. See appendix for sample scoresheet.

Faults:

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

Disqualification:

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

TIME FAULTS

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

Cricket and Grasshopper (Intro) divisions will be judged on an optimum time with a 20 second speed fault time. Riders must stay in the time between optimum and speed fault. For every second faster or slower than this time frame, rider will be penalized 1 point. (i.e. Optimum time: 90 seconds; speed fault time: 70 seconds. Riders time: 86 seconds, rider receives 2 times faults.)

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

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

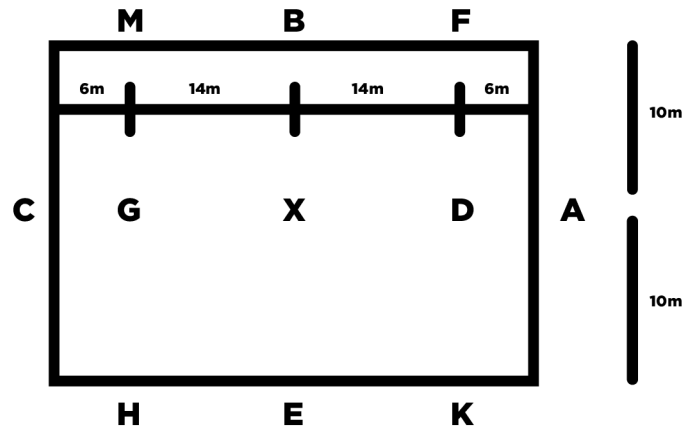
DRESSAGE

CLASS DESCRIPTION

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

THE ARENA

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



SIGNAL TO START

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

TESTS

Patterns for each dressage class will be posted online at www.utah4h.org prior to the beginning of the show season. The patterns will be used for each show for the entire year. This will allow the exhibitor to learn the patterns prior to shows. No reader will be used/allowed at the State English Show. Dressage tests are published by the USEA and the United States Dressage Federation and are changed at least every 4 years.

CROSS COUNTRY

CLASS DESCRIPTION

This test is to prove the speed, endurance and jumping ability of the horse. It also demonstrates the competitor's knowledge of pace and the use of the horse on cross country. Cricket riders will not participate in the cross county event.

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

JUMP JUDGES

There is to be an assigned "judge" at each obstacle. This is to verify that each horse had cleared the obstacle with no refusals, run outs, or falls. The judge should also be aware of any unauthorized assistance will result in the disqualification of the exhibitor. This includes help with pace, obstacles, or any other difficulties between horse and rider. The exhibitor must withdraw from the remainder of the class). Applause and/or praise to a rider is considered acceptable if no help is offered.

START

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

OBSTACLES

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

OVERTAKING RIDERS

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

SCORECARD FOR CROSS COUNTRY

FAULTS

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

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

Faults:

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

Disqualification:

- Fall of horse
- Fall of rider
- Third refusal, run-out, circle at same obstacle
- Fifth refusal on the course
- Larking

Section 04

Appendix



Additional Classes

HUNTER UNDER SADDLE - RAIL CLASS

CLASS DESCRIPTION

Exhibitors will show on the rail at a Walk, Trot and Canter both directions. Exhibitors will also be required to reserve and back.

Rider will have a workmanlike appearance conveying the impression of complete control. The horse should be judged on a workman attitude. Manners and way of going should be emphasized. An extended trot may be asked for. The horse should enghthen its stride without a change in pace. The overall appearance should present a well-rounded working type hunter. Pre-novice and above may be asked to perform on the rail without irons.

SCORING DETERMINED BY:

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

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

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

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

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

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

Position in Motion: At the walk, sitting trot and canter, body should be slightly in front of the vertical; while exhibiting the posting trot, riders should post on correct diagonal, rise in the post at the same time as the front leg on the rail. While cantering, the rider should have the horse, on the correct lead.

Dismounting: To dismount, rider should swing off leg over, kick other foot out and slide down. The size of rider and horse must be taken into consideration when evaluating mounts and dismounts.

Glossary of Terms

Beginner novice

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

Breast plate

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

Breeches

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

Cricket

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

Danish system

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

Dis-obedience

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

Jodhpurs

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

Gaiter

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

Grasshopper

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

Hacking class

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

Half chaps

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

Hunter Gear

Proper hunter attire should be tidy and traditional. Rider's attire should not draw attention because it is flashy in nature. Jackets are recommended to be tweed and a black, navy, dark green or gray color, with or without pin striping. Breeches should be conservative in color; tan or beige is the most acceptable. Show shirt should be buttoned down with a wrap-around collar or a stand-up collar with a choker. No stock pin is required. Tall boots are recommended to be a field boot and black in color. Paddock boots should match gaiters' or half chaps' color. Hair should be contained under helmet with a hairnet. Helmet should be conservative in color, black or navy is common, with no adornments (like crystals or decals). Black gloves are recommended.

Hunt seat equitation

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

Hunt seat equitation over fences

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

Jumping fault

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

Jump judge

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

Larking

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

Novice

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

Optimum time

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

Oxer

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

Paddock boots

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

Penalties

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

Pre-novice

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

Refusal

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

Running martingale

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

Run out

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

Speed Fault Time

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

Standing Martingale

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

Time faults

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

Training

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

USEA

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

Unauthorized assistance

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

USDF

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

Time Fault Guide

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

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

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

	Cricket	Grasshopper	Pre Novice	Begin Novice	Novice	Training	Preliminary	Show Notes
DRESSAGE . ALL TESTS ARE TO BE PERFORMED IN STANDARD "SMALL" DRESSAGE ARENA MEASUR NG 20X40								
Even years: test	USEF 2022 starter test <small>Center not allowed*</small>	USEF 2022 starter test	USEF 2022 Bag Novice Test A	USEF 2022 Bag Novice Test A	USEF 2022 Novice Test A	USEF 2022 Training Test A	USEF 2022 Prelim Test A	Just Dressage or Test with dressage
Odd years: test	USEF 2022 starter test <small>Center not allowed*</small>	USEF 2022 starter test	USEF 2022 Bag Novice Test B	USEF 2022 Bag Novice Test B	USEF 2022 Novice Test B	USEF 2022 Training Test B	USEF 2022 Prelim Test B	Just Dressage or Test with dressage
STADIUM JUMPING & HUNTER SHOW JUMPS								
Length in	Max 600m	Max 600m	Max 600m	Max 600m	Max 600m	Max 600m	Max 600m	Number of obstacles 100
Speeds	2.0m/min	280m/min	300m/min	300m/min	320 m/min	325 m/min	330 m/min	Location: Dressage
Flights	5-10 <small>Center not allowed*</small>	6-10 <small>Center optional</small>	8-11	9-11	9-11	10-12	11-13	leg jumps with red on right and white on left
Max Height	12" .305m	18" .457m	23" .665m	27" .79m	27" .79m	33" 1.0m	37" 1.0m	Just Dressage numbers or jumps VCI allowed
Overall spread of exers	n/a	n/a	21" .9cm	33" 1.0m	37" 1.0m	37" 1.20m	43" 1.30m	Center back 2 jumps
Overall spread of triple bar	n/a	n/a	39" 1.04m	31" 1.20m	43" 1.30m	47" 1.40m	47" 1.50m	conf. Over exercise - 6 or more jumps
CROSS COUNTRY								
Distances	n/a	1200-1400m	1300-1500m	1400-1600m	1600-2200m	2000-2600m	2300-3120m	Numbers or jumps scored
Speeds	n/a	n/a	n/a	n/a	n/a	n/a	n/a	leg jumps with red on right and white on left
Optimum time	n/a	280-320m/min	280-320m/min	300-350m/min	350-400m/min	420-470m/min	520m/min	Clear with obstacles and brush fences
Speed Faults	n/a	n/a	400m/min	420m/min	450m/min	520m/min	n/a	Jump judges can monitor multiple jumps as long as jumps are visible
Efforts	n/a	8-14 <small>Center optional</small>	12-16	14-18	16-20	20-24	22-30	Amount of water used
Max Height	n/a	18" (.457m)	23" (.665m)	27" (.79m)	27" (.90m)	33" (1.0m)	37" (1.10m)	Amount of water used
Fixed Brush	n/a	24" (.61m)	29" (.83m)	33" (.91m)	37" (1.0m)	37" (1.20m)	43" (1.30m)	Number of obstacles: Coach-10, 25, 50
Spreads	n/a	n/a	n/a	29" (.84m)	33" (1.0m)	37" (1.20m)	47" (1.4m)	All three phases must be completed in eligible for overall showing score awards
Highest point	n/a	n/a	n/a	4" (1.22m)	47" (1.90m)	57" (2.10m)	67" (2.10m)	
Base without height	n/a	n/a	n/a	4" (1.22m)	57" (2.6m)	77" (2.40m)	92" (2.85m)	
Drops	n/a	2'3" (.685m)	2'7" (.79m)	3'3" (1.0m)	3'11" (1.20m)	4'7" (1.40m)	5'3" (1.60m)	

*If the horse breaks into a canter, the score and rider will have four minutes to recover back to a walk/trot

UTAH 4-H - English Horse Program

HUNT SEAT EQUITATION SCORECARD

1. **Pattern** – Rider will start the pattern with the score of 70. On each maneuver, they may earn -1/8, -1/4, -1/2, 0, +1/2, +1 or +1 1/2 with 0 denoting an average score on that maneuver.
2. **Equitation** – Rider may earn up to 25 points on their Equitation, meaning they have proper hands, seat and leg position. A 25 would mean absolute perfect equitation throughout the entire pattern.
3. **Final Score** – The final score is a combination of the Pattern and Equitation Score. Ribbons from the Danish system will be assigned based on Blue = Above Average, Red = Average, White = Needs Improvement
4. **Broken Patterns** – A broken pattern is an automatic disqualification in this class. Please See Utah 4-H English Horse Program Rulebook for all other penalty information

Back #	MNV 1	MNV 2	MNV 3	MNV 4	MNV 5	MNV 6	MNV 7	MNV 8	PATTERN TOTAL	EQUIT. SCORE 25 points	TOTAL SCORE	Comments

Judge Signature _____ Date _____

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

SCORING: Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:			
90 – 100	Excellent Equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.		
80 – 89	Minor equitation faults; i.e., long, weak distance, deep distance, one step landing at counter-canter, Rider still maintains a quality ride.		
70 – 79	More problems occur; equitation suffers; i.e., rounded shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not a flowing course.		
60 – 69	Major equitation faults; poor body position; loose legs and seat; failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.		
40 – 59	Breaking to a trot while on course, counter-canter or disunited at end of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.		
10 – 39	Rider avoids elimination; one or two refusals, knock-downs, or dangerous fences.		
Penalties:		Ribbon Drag:	
A refusal	No contestant number	Disqualification:	
Loss of stirrup	Missed gate call	Falling from horse	Knockdown Faults:
Trotting while on course	No patch / not visible	Equipment failure resulting	4 Faults per knockdown
while not part of a test	Non-standard equipment	in inability to compete	
Loss of reins	Broken Pattern—automatic white	No helmet	
Incorrect diagonal		Physical or verbal abuse	

#	Fences									Way of Going	Comments	Score
	1	2	3	4	5	6	7	8	9			

Judges Signature: _____ Date: _____

HUNTER HACK SCORE SHEET

TOTAL SCORE: Scoring will be based on fence work, which represents 70% of the score, and rail work, which represents 30% of the score	
90 – 100	An excellent performer and good mover that jumps the entire course with cadence, balance, and style.
80 – 89	A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults
70 – 79	The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the superior horses; the good performer that makes a few minor faults.
60 – 69	Poor performer that make minor mistakes; fair or average mover that have one or two poor fences but no major faults or disobediences.
50 – 59	A horse that commits one major fault, such as, a hind knock down, refusal, trot, cross-canter or drops a leg.
30 – 49	A horse that commits two or more major faults, including front knock downs, refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
10 – 29	A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
Penalties: Being on the wrong lead Or diagonal Breaking gait Failure to take gait Head too low or too high Nose behind the vertical Opening mouth excessively Stumbling	Disqualification: No contestant number Missed gate call No patch / not visible Non-standard equipment Broken Pattern=automatic white
Disqualification: Falling from horse Equipment failure resulting in inability to compete No helmet Physical or verbal abuse	Knockdown Faults: 4 faults per knockdown

#	Fences (Max 70pts)		Fences Score	Flatwork (30pts)	Comments	Total Score (Fences + Flatwork) (Max 100 points)
	1	2				

Judges Signature: _____ Date: _____

4-H CROSS-COUNTRY SCORECARD

Ribbon Drop: check each rider for a missing number or patch, incorrect equipment, starting at center, starting before time, circling after presenting to jump.

Penalties / Disobediences: refusal, run out, stop and hop

Elimination / DQ: third disobedience on course, missing a jump without fixing it, unauthorized assistance, equipment failure, not jumping between markers, fall of horse/rider, or both, rider not yielding, missing finish line markers, circling between last jump and finish line.

Judge Signature _____ Date _____

Start Line Sheet _____ Finish Line Sheet _____

Note: Do not fill in Rider #s until the rider is approaching the jump. They often overtake other riders.

Rider #	Ribbon Drop(s)	DQ	Penalty	Start Time	Finish Time	Comments (if any)

JUMP FAULTS AT CROSS COUNTRY FENCES

Judge Signature _____ Date _____

Jump # (s) _____ Sheet # _____

Note: Do not fill in Rider #s until the rider is approaching the jump. They often overtake other riders.

Rider #	Jump #	Clear	Refusal / Run-Out / Circle after Presenting to Jump			Falls			Missed obstacle, flag, un or on course not corrected	Total Penalty Points	Remarks (if any)
			1 st 20	2 nd 40	3 rd E	Rider Fall	Horse Fall	Trapped Horse			

STADIUM JUMPING SCORESHEET

Contestant Number	Jump 1	Jump 2	Jump 3	Jump 4	Jump 5	Jump 6	Jump 7	Jump 8	Jump 9	Jump 10	Jump 11	Jump 12	Jump 13	Jump 14	Jump 15



Indicate number of refusals
Indicate when rule excluded from class

Eventing Show Scoring

4-H FINAL PLACINGS SCORECARD

Scorekeeper Signature _____ Date _____

Event _____ Division _____

Rider #	Dressage Score	Stadium Score	X-Country Penalties	X-Country Time Penalties	DQ	Total Score – Lowest Wins that Division	B, R, or W Ribbon	Number Placing

Eventing Show Scoring

SCORING DRESSAGE

The dressage score is determined by the dressage judge according to the test ridden for that division. The individual movements (collective marks) are scored on a scale of 0 to 10. 0 is “not executed”, 5 is “sufficient”, 10 is “excellent”. It is expected that the judge to explain a score of less than 5.

Errors on course, such as forgetting a movement or piece of the pattern, are penalized according to the following scale:

- 1st time: 2 points
- 2nd time: 4 points
- 3rd time: elimination / DQ

Ribbon drop

- Incorrect equipment
- 4H patch missing
- Number missing

Eliminations / DQ

- Not entering the arena within 90 seconds after the judge’s signal
- Coaching from the sidelines
- Equipment failure
- The horse exiting the arena
- Rider/horse fall or both
- Third error on course

To determine the penalty points for the dressage test, the total is subtracted from 100 and divided by 1.5.

SCORING STADIUM JUMPING

There are two parts to the stadium score – time and faults. The horses are timed from a start and finish line. The rider must complete the course in a specified time that is calculated on an average of meters per minute. The riders closest to the optimal time do not incur time penalties. Jump faults and disobediences are added to the time faults to determine the total score for stadium.

TIME FAULTS

The length of the course and the speed demanded determine the time allowed.

Crickets and Grasshopper (Intro) divisions

- Are judged on an optimum time with a 20 second speed fault time. Riders must stay in the time between optimum and speed fault. For every second faster or slower than this time frame, rider will be penalized 1 point. (i.e. Optimum time: 90 seconds; speed fault time: 70 seconds. Rider’s time: 86 seconds, rider

Pre-Novice and Above

- Pre-novice and above will have an optimum time with 1 point penalty for each second over the optimal time and elimination at the maximum time.

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

ADDITIONAL FAULTS

Disobediences are:

- Refusals (where the horse's feet stop completely or go backwards)
- Run outs
- Stop and hop (where the horse's forward motion stops then they jump)
- Circling before the jump after presenting the horse to the jump

Penalty points / Faults:

- Obstacle/rail knocked down (4 points)
- Each pole on a jump is a separate obstacle
- First disobedience of horse (4 points)
- Second disobedience of horse at same obstacle (8 points)
- Third disobedience of horse on course is elimination

Ribbon drop:

- Incorrect equipment
- 4H patch missing
- Number missing
- Circling before a jump after presenting the horse to the jump

Elimination / DQ

- Coaching from the sidelines
- Equipment failure
- Fall of the horse
- Rider fall in which any part of the rider touches the ground
- Missing a fence or jumping out of order
- Exceeding the time limit

If horses have the same score, the horse with the faster time will win. A zero / double clear is a perfect score for Stadium.

SCORING CROSS COUNTRY

TIME FAULTS/PENALTIES

The TD will measure the x-country course and determine the optimal time in meters per minute for the distance traveled and division/level of skill. Penalties are incurred for going either over or under the optimal time window. The start/stop official records the total time per rider.

Time faults are added the same way for cross-country as they are for stadium.

Grasshopper (Intro) divisions

- Will be judged on an optimum time with a 20 second speed fault time. Riders must stay in the time between optimum and speed fault. For every second faster or slower than this time frame, rider will be penalized 1 point. (i.e. Optimum time: 90 seconds; speed fault time: 70 seconds. Rider's time: 86 seconds, rider receives 2 times faults.)

Pre-Novice and Above

- Pre-novice and above will have an optimum time with 1 point penalty for each second over the optimal time and elimination at the maximum time.

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

ADDITIONAL PENALTIES

Jump judges are given a score sheet and mark penalties. Total penalties are added to the rider's score. The scorekeeper is given a copy of the judges' sheets for each division.

Ribbon drops:

- Incorrect equipment
- Patch missing
- Number missing
- Circling after presenting the horse to the jump ("presenting" means the rider is looking directly at the jump and aiming for it. They can be a few feet or several yards away.)
- Jumping out of order. Rider must go back to where they went off course and jump in order.

Disobediences at jumps are:

- Refusals (where the horse's feet stop completely or go backwards) – 20 penalty points
- Run-outs – 20 penalty points
- Stops & hop (where the horse's forward motion stops then they jump) – 20 penalty points

Jump penalties for cross-country are:

- 1st disobedience 20 penalties
- 2nd disobedience (at the same jump) 40 penalties

Elimination/disqualification during cross-country:

- 3rd disobedience on course
- Unauthorized assistance
- Equipment failure
- Missing a jump
- Jumping out of number order without correcting the mistake
- Not jumping between the markers
- Fall of horse, rider (where any part touches the ground), or both
- Rider not yielding when being overtaken
- Circling between the last jump and the finish line
- Not crossing between the finish line markers

Zero / double-clear is the perfect score for cross-country.

FINAL SCORE EXAMPLE:

The scorekeeper receives the jump judge sheets for a rider in the Novice division from cross-country and finds there was one refusal. A refusal is +20. The rider already scored a 42 in dressage and went double clear in stadium (they didn't have either time penalties or any rails down). The score is now 62. When the rider time sheet for that division (pre-novice) is turned in the rider went over the optimal time window by 10 seconds (10 faults) and the jump sheet shows the rider had one refusal (20 faults).

The total faults for that rider in that division is: 92. Lowest overall penalties/score in that division wins.