4-H PLEDGE

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, who will present the suggestions to the State Judges and Rules Committee, who will then decide to either by-pass or present the suggestion to the State Horse Council for review and to vote upon in the September meeting. Counties must have the time and opportunity to discuss with their Horse Council Representatives and Councils the topics up for vote.
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The 4-H Horse Program is designed to emphasize youth development. The horse should be a vehicle that reflects in its actions, the knowledge and skills learned by its rider.

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

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

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

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

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

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

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

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 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. This rule applies to primary show horse and Two-Handed show horse.

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.
   a. Situations requiring a substitution of the project horse or alternate horse and rider, should be cleared through the County Horse Council with Extension Agent input. Grievances regarding state 4-H Horse Show eligibility may be referred to the State 4-H Horse Council for a final decision.
   b. Each County needs to have by-laws and rules to avoid unnecessary misunderstandings regarding qualifications and substitutions that may be required.
   c. If a horse is being used for both the Two-handed state show and the Individual State Show, the horse must have the same rider for both shows. Two people are prohibited from riding the same horse.

5. The 4-H member’s project is centered around one primary project horse, but additional horses may be used for breeding, 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 in speed events, having an abusive performance or other violations specified in this Utah 4-H Horse Rule Book will receive an orange ribbon. A true broken pattern (not doing an obstacle/ maneuver or in the correct order) in a judged event i.e., missing an obstacle in trail or not completing a maneuver will be a disqualification. Failed attempts are not considered a broken pattern.

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. 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.

10. Any exhibitor falling from the horse during any judged event, or within the pattern of a timed
event, will receive an orange ribbon and disqualification, but no re-ride.

11. Any equipment (tack) failure in any event resulting in the riders’ inability to complete the event shall receive an orange ribbon and disqualification, but no re-ride.

12. At State and Region contests exhibitors will receive two identical numbers which will be pinned to each side of their saddle pads, with the exception of Showmanship where the number is on the back. If a contestant does not have a number on either side of the saddle pad, it is a drop in ribbon.

13. In any class the judge may direct any exhibitor to repeat or perform additional maneuvers.

14. A red ribbon in a horse’s tail indicates that the horse may kick. A red ribbon in a horse’s mane indicates that the horse may bite. A horse that has the appropriate red ribbon(s) attached, that bites or kicks at an approaching horse, will not be penalized for such actions. Always keep a horse’s length spacing when approaching an identified horse.

15. Unsafe behavior by a 4-H member, any family member, or associate on the show grounds may be cause for disqualification of the 4-H member from further competition in the event or show, at the discretion of the show committee. The following are considered unsafe behavior:
   a. Double riding anywhere on the show grounds.
   b. Riding a horse without a bridle or hackamore.
   c. “Horse play” activities on or around horses.

16. 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.

17. 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.

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

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](https://shop4-h.org).

Embroidered or screen printed 4-H clover emblem are acceptable.

Youth are expected to follow 4-H and USU policy on dress and attire for all events

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 the State Individual and Two-Handed shows, however these are optional and will not result in extra credit. Speed event attire is relaxed attire that follows 4-H and USU policy.

3. **HELMETS** — The Utah State 4-H Office highly encourages the use of helmets during all equestrian events. Effective January 2011, helmets will be required for all western under saddle and bareback events occurring at 4-H sponsored horse shows. Helmets must be approved by the American Society for Testing and Materials (ASTM) and Safety Equipment Institute (SEI) and worn with harness fastened properly under the chin. Riders without helmets will not be allowed to enter the event arena and will be disqualified from their class.

4. **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.

5. **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.

6. **AWARDS DRESS CODE**— Appropriate dress is required when receiving awards at the State Two-Handed and Individual horse shows or award will not be given. Minimum dress required: speed events attire.
1. All horse's hooves should be properly trimmed or shod for all 4-H activities.

2. Hoof black is optional and is not more desirable than clean unpainted hooves. A good clean well-groomed hoof is the main objective.

3. 4-H members will show their horses in Showmanship at Halter as stock horses or as the breed style dictates as long as they do not disturb others in the class. Whips are not allowed in a 4-H Showmanship class.

4. 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.

5. A written test will be given at every 4-H horse contest to help encourage the educational component of the 4-H horse program.

6. When practicing timed events 4-H members should be cautioned against repeated running at full speed. Repeated full out practice will soon cause a horse to sour, anticipate maneuvers and stop performing at its best. Any performance event with a specific pattern should be practiced slowly. Also, when possible, perform maneuvers separately without putting them together in repetitious patterns.

7. Simple lead changes: When simple lead changes are allowed, exhibitors are limited to only 3 jog steps to make the lead change without penalty. This applies to Reining, Western Riding, and Equitation patterns.

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 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 disqualification 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 disqualifications 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 4-H Horsemanship Contest 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.
GENERAL

UTAH 4-H EQUINE DRUG RULE
The use of systemic nonsteroidal anti-inflammatory agents (i.e., phenylbutazone, meclofenamic acid, aproxen, 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.

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

2. Teams may consist of from 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, all scored for entire show will be taken out.

3. Each region is encouraged to host a contest for Juniors, Intermediates, and Seniors. This is at the discretion of each region.
SCORING PROCEDURES TO BE USED AT REGIONAL and STATE CONTESTS

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

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

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

Points will be awarded as follows:
- Blue Ribbon  15 points
- Red Ribbon   10 points
- White Ribbon  5 points
- Orange Ribbon 1 point
  (Orange ribbon for disqualification only)

ALL WESTERN SHOWS:
TEST SCORES WILL BREAK ALL TIES. 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 test will have 45 questions with each question worth 1/3 of a point. 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.

Once the first person has finished the test, no more tests will be handed out.

PORTFOLIO: All regional and state shows will have a portfolio submission. A horse specific resume/cover letter contest should be added to the State Horse Show with acceptable submissions being worth 1 point towards the over all score.
GENERAL

INDIVIDUAL CONTEST

The State Horse Council with USU input, will determine how many eligible youth can qualify to go to the State Individual Show, based on the amount of active participating youth reported on from each county. This number may change from year to year. Judges can only judge at State Individual Shows every other year.

At all Region and State show judged events, judges will not grade “on the curve.” 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 Individual and Two-Handed show. All call backs will be invited back into the arena for placings.

Each class will be placed on the DANISH SYSTEM (Blue, Red, White, Orange) - Individual blue, red, and white flags will be used to indicate placings in judged events. Show host will provide flags.

In the Speed event DANISH SYSTEM ribbons will be awarded using an approximate natural break, 1/3 receive Blue Ribbons, 1/3 receive Red Ribbons, and 1/3 receive White Ribbons.

In the Individual Show judged and timed events, each class will also be placed one through ten by the AMERICAN SYSTEM, and 1st through 20th for overall award categories. The top five ribbon winners in each event will be placed 1st through 5th and will receive extra points as follows:

<table>
<thead>
<tr>
<th>Place</th>
<th>Points</th>
</tr>
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<tbody>
<tr>
<td>1st Place</td>
<td>5 points</td>
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<tr>
<td>2nd Place</td>
<td>4 points</td>
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<tr>
<td>3rd Place</td>
<td>3 points</td>
</tr>
<tr>
<td>4th Place</td>
<td>2 points</td>
</tr>
<tr>
<td>5th Place</td>
<td>1 point</td>
</tr>
</tbody>
</table>

- In the Two-Handed judged events, contestants will be placed 1st through 5th, and 1st through 10th for overall awards.

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

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

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

APPROPRIATE TACK AND EQUIPMENT

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

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

Leather halters and shanks with silver mounting are not more desirable than functional rope or nylon halters and shanks.
Show halters with chains are permitted, but show bridles with bits are not permitted 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.

**WESTERN PERFORMANCE**
(All western judged events)
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.

**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.
GENERAL

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)
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. Any exhibitor falling from the horse within the pattern of a timed event will receive an orange ribbon and disqualification, but no re-ride.

6. Any equipment (tack) failure in any event resulting in the rider’s inability to complete the event shall receive an orange ribbon and disqualification, but no re-ride.

7. Rider must have his/her horse under control as it enters the arena. 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.

8. During timed events the gate will be closed after the contestant enters the arena and will not be opened until the rider has stopped after the completion of the pattern. Contestant missing a gate call will show at the end of the class. Missing a gate call without pre-approval of the show committee/management will penalize one ribbon placing from placing awarded.

9. If contestant fails to enter arena after two attempts, contestant will be excused and no run will be allowed.

10. Raking will be done every ten riders. If timers are moved to accommodate raking, re-measuring will be required.
11. 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:
   a) do not prematurely cross the finish line;
   b) turns or backs up and retraces steps to the point of error
   c) then complete the correct pattern.

12. 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.

13. Abusive use of bats, spurs, whips, reins, or over and under rope will result in disqualification and the awarding of an orange ribbon.

15. 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.
FITTING & SHOWMANSHIP

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
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 on page 17). 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.

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

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. All patterns will be posted at least one hour before a show begins.

At all Region and State contests, Juniors will do pattern number 4.
SCORECARD FOR FITTING AND SHOWMANSHIP

**General Appearance 20 points:**

**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**
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.

**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.

Touching of any tack (saddle, blanket) and when mounted, will result in a ribbon drop.

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

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
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. 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. Failure to complete the pattern will not be a disqualification, but will be scored accordingly. At the discretion of the judge, top riders will be determined and called back to work the rail at a walk, jog and/or lope. 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 not a disqualification. But will be scored accordingly and will be an automatic white ribbon. 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 of will result in ribbon drop. 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 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. Patterns will progress in degree of difficulty and are suggested to help save time and build a solid 4-H reining horse. Remember, a well trained reining horse performs only on cue from rider, not memorization of the pattern. At Regional and State Horse Contests, run-in patterns will not be used for age group.

JUDGING
• Conformation of horse is not to count in this event.
• Each exhibitor will perform required pattern individually. A flying lead change is not required by to get full score.
• Each horse will be judged on neatness, ease, calmness, and speed with which it performs pattern.
• Horse shall rein and handle easily and effortlessly with appropriate speed.
• While horse is in motion, rider’s hands shall be clear of horse and saddle.
• A judge may require any exhibitor to repeat performance of any or all parts of pattern.
• Rider may be faulted for not following judge’s instructions.
• Judges should pay particular attention to rider’s hands, as a light hand is paramount to becoming a good showman of reining horses.
• 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.
• Figure eight’s should be two circles joined together with and 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 saddle without a ribbon drop.
• A broken pattern, such as failure to perform required maneuvers within markers, is not a disqualification. But will be scored accordingly and will be an automatic white ribbon.
• 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, grasping, etc. will be penalized.
• A broken pattern (missing an obstacle in trail or not completing a maneuver) in a judged event will be a white ribbon but not disqualification.
• Rider be on the correct side of the cone, if not, will result in a ribbon drop.

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.
Show managers should add the procedure description to the larger picture as needed. Patterns should be available to contestants and/or posted at least one hour before competition begins.
SCORECARD FOR REINING PATTERN

REINING PERFORMANCE
The following shall be faulted
• Failure to go beyond markers on stops or rollbacks
• break of gait
• holding saddle or touching horse with free hand
• blatant disobedience, including kicking, biting, bucking and rearing
• starting or performing circles out of lead
• delayed change of lead
• changing hands on reins
• two hands on reins
• holding on to any part of horse or equipment other than reins
• losing stirrup
• unnecessary talking, petting, excessive spurring, jerking on reins or other aids, obvious or extreme, to urge horse to perform.

MANNERS
The following shall be faulted
• Excessive jawing, opening mouth or head-raising on stop
• lack of smooth, straight stop on haunches—bouncing or sideways stop
• refusing to change leads
• anticipating signals; backing sideways
• knocking over markers; unnecessary aid given by the rider, such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.
• switching tail
• throwing head
• halting or hesitating while being exhibited
• hard mouth.

APPOINTMENTS
Horse, rider’s clothes, and all equipment should be clean, serviceable and safe. Horse to be properly trimmed.
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, 360º 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
POTENTIAL OBSTACLES

1. Seniors will ride horse into a barrier of logs or lime, dismount, ground tie, walk a circle completely around the barrier without looking at horse, retrieve horse, remount and back out of barrier. After dismounting, and before proceeding to walk around barrier, reins 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. Exhibitors in Junior and Intermediate divisions are not required to remount.

2. Opening, passing through and closing gate on horseback. One hand must remain in contact with gate at all times, preferably go through by pushing gate away.

3. Walk, jog or lope over at least four logs. Logs should be 4 to 6 inches in diameter and 6 to 10 feet long. Walk overs are spaced no less than 20 to 24 inches apart. Jog overs measure 36 to 42 inches apart, and lope overs measure 6 to 7 feet between poles.

4. Ride over wooden bridge. Bridge must be (a) at least 36 inches wide; (b) not a rocking bridge; (c) 6 to 10 feet long; and (d) no more than 8 inches at the highest point.

5. Ride through and then back through a 135 degree shaped log course. Logs are to be placed not less than 30 inches apart and must be at least 8 feet long. Horse’s back feet must clear the end of the logs before starting back.

6. Drag a log 10 feet. (Wrap rope around saddle horn one time only.) 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.
   - b. Mounting on the right side: rider dismounts on the left, and mounts on the right. (Seniors only.)
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

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. Before backing, the rider should insure a clear path. 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. 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 saddle. 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. 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

**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 overall performance.

**Total: 100 points**
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.

[Diagram of pole bending pattern]
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.
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, 1 set of 2 Bloks, One 10 foot log, Two 55 gallon barrels.

EVENT DESCRIPTION
The rider crosses the starting line, passes the first pole, and starts weaving with second pole. The rider weaves through all the poles, jumps the scurry, passes to the left of the first barrel, turns left between the barrels, turns the second barrel to the right, again passes between barrels, and picks up the first barrel, circling to the left (forming a figure eight), and then between the barrels and across finish line. The jump log is placed in the center of the jump standard Blok. Retracing steps is allowed.

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

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.
Refusal, stepping back of a horse with one or more feet, or circling which does not include an obstacle. After 2 refusals the unsuccessful third try will result in disqualification.
If circling includes an obstacle it is an automatic disqualification as the pattern has now been broken.
FLAG RACE

EQUIPMENT
Two 55 gallon drums; two 5 gallon buckets filled with sand 3”-5” from the top of the bucket; and 2 white cotton flags 12 x 12 inches in size, attached to a 1/2 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 pattern (all 4 feet at the same time), it is a 20 second penalty.

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

EQUIPMENT
Scurry equipment shall consist of 12 “Blok” training system bloks. Cross poles may be 2-4” pine poles or 2-4” heavy duty (schedule 40 brown or white) PVC pipe (with 2” x 2” wood inserted inside the PVC) 10 feet long with jumps being approximately 16” high to the top of cross pole. A 55 gal drum should be used for end marker. Do not use light weight PVC pipe. Log will be placed out of the end of the Blok.

Only Western equipment may be used. Helmets are required.

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 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 poles 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. The exhibitor can only “retrace their steps” on the four corner poles.

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

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
Pattern must be performed only as drawn. Refusal occurs with the stepping back of a horse with on or more feet, or circling which does not include the obstacle. After two refusals, the unsuccessful third try will result in disqualification. A broken pattern always earns an orange ribbon.
**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 or hackamore, the horse will be able to progress to a bit and perhaps become a primary project animal used in more 4-H contests. After arrival at the show, the 4-H exhibitor will be the only individual that rides the horse until all events are complete. Violations of this rule will result in disqualification from the show in its entirety.

**CLASS RULES**

1. Horse must be 5 years old or younger, with a limit of three years shown in two-handed. The age of a horse is computed by the calendar year starting on January 1 of the year foaled. A horse is a weanling during the calendar year in which it is foaled; it is a yearling during the first calendar year following its foaling date, regardless of the time of year foaled.

2. The horse must have been shown only in a snaffle bit or a bosal (see description under tack below) and never been shown in a curb bit. If these criteria are met, a 4-H member may show the horse in two-handed classes for more than one year, but no more than three years. If the horse must be used as the 4-H member’s primary contest horse during the show season, and is shown only in a snaffle or bosal, it is still eligible for two-handed.

3. The 4-H member must own or lease the two-handed horse, and be the principal trainer with assistance only as needed by individuals with experience starting young horses.

4. The exhibitor must ride with both hands on the reins. Split reins must be crossed. A mecate is acceptable with a bosal or snaffle. 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. Touching of any tack (saddle, blanket, etc.) or horse, except the reins and when mounting, will result in a ribbon drop.

Attire — the same as any Western Performance Class.

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

A bosal is either flexible, braided rawhide or leather, or rope, the core of which may be either rawhide or flexible cable. It must be no larger than 3/4” at the cheek; must be a minimum of 2 finger spaces (about 1 1/2”) between the bosal and nose; absolutely no rigid metal under the jaw or on the noseband in connection with the bosal.
A snaffle bit used in western performance classes is a smooth snaffle bit with broken mouth-piece (conventional O-ring, egg butt or D-ring) and the ring no larger than 4” or smaller than 2”. One inch in from the cheek must be a minimum of 3/8” diameter with a gradual decrease to center of snaffle. The mouthpiece may be three pieces. A three-piece connecting ring of 1 ¼” (32 mm) in diameter, or a connecting flat bar of 3/8” to ¾” (10 mm to 20 mm) which lies flat in the horse’s mouth is acceptable. Optional: loose chin strap. Reins to be attached above the chin strap.

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

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

Two-Handed Reins

ACCEPTABLE

UNACCEPTABLE
WESTERN HORSEMANSHIP

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.

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.

Touching of any tack (saddle, blanket) and when mounted, will result in a ribbon drop.

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

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
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.

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

POTENTIAL OBSTACLES
1. Seniors will ride horse into a barrier of logs or lime, dismount, ground tie, walk a circle
completely around the barrier without looking at horse, retrieve horse, remount and back
out of barrier. After dismounting, and before proceeding to walk around barrier, reins 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. Exhibitors in Junior and Intermediate divisions are not
required to remount.

2. Walk, jog or lope over at least four logs. Logs should be 4 to 6 inches in diameter and 6 to 10
feet long. Walk overs are spaced no less than 20 to 24 inches apart. Jog overs measure 36 to
42 inches apart, and lope overs measure 6 to 7 feet between poles.

3. Ride over wooden bridge. Bridge must be (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.
   a. Mailbox: rider removes and replaces materials from inside a free stranding mailbox

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.

There will be an automatic disqualification for skipping obstacles.

Total: 60 points
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. 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. Failure to complete the pattern will not be a disqualification, but will be scored accordingly. At the discretion of the judge, top riders will be determined and called back to work the rail at a walk, jog and/or lope. A broken pattern (missing an obstacle in trail or not completing a maneuver) in a judged event will be disqualification and result in an orange ribbon. Transitions need to be with the riders leg at the cone, if not will result in ribbon drop. 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 result in penalty.

BASIC POSITION
Refer to Western Horsemanship on page 26 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**
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.

LONGE LINE

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

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

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

Whips are optional but a valuable longing aid.

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

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

Exhibitors will dress in appropriate Western attire.
**GROUND DRIVING**

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

**CLASS 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.

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.

**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.

**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.

![Diagram of Speed Barrel Race Pattern]
TIMED EVENTS - POLE BENDING

Horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
TIMED EVENTS - BARREL RACING

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.
TIMED EVENTS - GYMKHANA GIG

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

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.

![Flag Race Diagram](image1)

**TIMED EVENTS - KEYHOLE RACE**

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.

![Keyhole Race Diagram](image2)
TIMED EVENTS - SCURRY

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.
QUADRANGLE STAKE

TIMED EVENTS - QUADRANGLE STAKE RACE

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

**Ribbons:**
- **BLUE:** Above average, minimal or no mistakes
- **RED:** Average, some mistakes
- **WHITE:** Below average, several mistakes, needs improvement

**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.

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<th>#</th>
<th>MANEUVER SCORES</th>
<th>HS</th>
<th>G</th>
<th>GA</th>
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**Pattern Notes:**
- Horse should be accurately ridden with consistency within and between gait. 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.

**Horse and Rider Notes:**
- Horse, 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 performance.

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

**Ribbon Drop:**
Maneuver done with rider’s leg ahead of or behind the cone
Maneuver done on the wrong side of the cone

**Automatic White Ribbons:**
- Broken pattern
- Eliminating a maneuver
- Incomplete maneuvers

**Judge’s Name:**

**Judge’s Signature:**

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**1 Point Penalties:**
- Too slow (per gait)
- Over-briddled (per maneuver)
- Out of frame (per maneuver)
- Break of gait for two strides or less

**3 Point Penalties:**
- 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-centering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Dropped reins (per maneuver)
- Excessive disturbance of obstacle (minor disturbances are not considered a penalty and is only reflected in maneuver score

**5 Point Penalties:**
- Distant disobedience (kick, bite, buck, rear, etc.) per occurrence

**Ribbons:**
- **BLUE:** Above average, minimal or no mistakes
- **RED:** Average, some mistakes
- **WHITE:** Below average, several mistakes, needs improvement

**Automatic White Ribbons:**
- Broken pattern
- Eliminating a maneuver
- Incomplete maneuvers

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

**Judge's Name:** (Printed)

**Judge's Signature:**

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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.

Two attempts are allowed per obstacle. If the horse refuses twice, the judge should announce, "move on" and the maneuver will receive zero points.

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

Maneuver Score - Each obstacle or maneuver can earn up to 10 points. Recommended scores are:

- + = 10 pts
- √ = 7 points
- - = 5 pts
- 0 = zero pts

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

Automatic White Ribbon:
- Broken pattern
- Eliminating a maneuver
- Incomplete maneuvers

Judge's Name: ____________________
Judge's Signature: ____________________

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Score: ____________________
Award: ____________________
Class Placing: ____________________
**UTAH 4-H HORSE | TWO-HANDED PLEASURE**

<table>
<thead>
<tr>
<th>Walk (W)</th>
<th>Jog (J)</th>
<th>Lope (L)</th>
<th>A 10 pts</th>
<th>S 5 pts</th>
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**Walk (W)** - Should be flat, firm, 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:**

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