

4-H RULES AND REGULATIONS

FOR EQUINE SHOWS IN IOWA



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INTRODUCTION

This publication is the rule book for 4-H members, 4-H leaders, county extension staff, show managers, judges, and others responsible for planning and conducting 4-H horse shows throughout Iowa. The rule book is to be used to set up classes, establish show rules, and for general show management. This publication of rules will govern at both Iowa county and state fair shows.

Requirements of the Equine Project

Every 4-H horse show in the state must meet the identification and/or lease requirements of the 4-H Horse Project as outlined in 4H 202, "Iowa 4-H Livestock Identification, Weighing, and Exhibiting Requirements for County, State, and Interstate Shows." In planning such events, officials should emphasize experiences for 4-H members that will contribute to their skill development.

Use of the 4-H Club Name and Emblem

The use of the 4-H club name and emblem is regulated by federal law. This law states that only activities or programs under supervision of Cooperative Extension may use the 4-H club name and emblem. Therefore, any district, area, or state 4-H horse show must be approved by the director to 4-H Youth Development or a designated representative.

Local and county 4-H shows must be approved by the county extension staff. Shows sponsored by other organizations or individuals and shows that do not provide separate classes for 4-H members are not permitted to use the 4-H club name and emblem. In such cases, the title "Junior Horse Show" or a similar name should be used.

4-H Equine Project Goals

- To gain the personal skills of decision making, communication, leadership, and citizenship.
- To experience the pride of owning a horse or pony and being responsible for its care and management.
- To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
- To learn skill in horsemanship and to understand the business of breeding, raising, and training horses.
- To increase knowledge of safety precautions needed to prevent injury to you, to others, and their mounts.
- To promote greater love for animals and a humane attitude toward them.
- To be better prepared for citizenship responsibilities by working in groups and supporting community horse projects and activities.
- To teach good sportsmanship in a friendly, competitive atmosphere.

IOWA 4-H YOUTH CODE OF ETHICS

Below is the Code of Ethics that 4-H members agree to abide by. Youth are expected to be sincere, honest and act in sportsmanlike ways at all times. Youth represent the entire program and their behavior reflects on their parents, leaders, club and the entire youth program. All adults involved with the youth program, leaders as well as parents, are expected to set positive examples and serve as positive role models by what they say and do. Any youth who breaks the Code of Ethics or allows another person (adult or peer) to talk them into violating the Code of Ethics agrees to forfeit all prizes, awards and premiums. The youth may also be prohibited from exhibiting at this and future exhibitions including the Iowa State Fair and other county, state or regional exhibitions.

Youth agree to follow these guidelines:

1. I will do my own work, appropriate for my age, physical and mental development. This includes research and writing of exhibit explanations, preparing exhibits (such as sewing, cooking, refinishing, etc.), care and grooming of animals, etc. Adult assistance should help guide and support me, not do it for me.

2. All exhibits will be a true representation of my work. Any attempt to take credit for other's work, alter the conformation of animals, or alter their performance is prohibited. Copyright violation or allowing others to complete your exhibit is considered misrepresentation and is prohibited.
3. I will treat all people and animals with respect. I will provide appropriate care for animals.
4. If any animal requires medical treatment while at the fair or exhibition, only the Official Fair Veterinarian may administer the treatment. All medications that are administered shall be done according to the label instructions of the medication used.
5. My animal's appearance or performance shall not be altered by any means, including medications, external applications, and surgical procedures. Any animal that is found to have changed its appearance or its performance shall be disqualified from the show, and have penalties assessed against the exhibitor, parent and/or guardian by the management of the fair or exhibition.
6. I will follow all ownership and possession rules and, if requested, will provide the necessary documentation.
7. I will follow all livestock health requirements for this fair or exhibition, according to the state health requirements as printed in the Premium Book of the fair or exhibition. I will provide animal health certificates from a licensed veterinarian upon request from the management of the fair or exhibition.
8. By my entering an animal in this fair or exhibition, I am giving consent to the management of the fair or exhibition to obtain any specimens of urine, saliva, blood, or other substances from the animal to be used in testing. If the laboratory report on the analysis of any sample indicates a presence of forbidden drugs, this shall be evidence such substance has been administered to the animal either internally or externally. It is presumed that the sample tested by the laboratory to which it is sent is the one taken from the animal in question, its integrity is preserved and all procedures of said collection and preservation, transfer to the laboratory and analysis of the sample are correct and accurate and the report received from the laboratory pertains to the sample taken from the animal in question and correctly reflects the condition of the animal at the time the sample was taken, with the burden on the exhibitor, parent and/or guardian to prove otherwise.
9. I am responsible for my exhibit and I will not allow others to violate this Code on my behalf. By my entering an exhibit in this fair or exhibition I will accept any disciplinary action taken by the management of this fair or exhibition for any violation of this Code of Ethics and any other rules of competition of the fair or exhibition without recourse against the fair or exhibition.
10. I want my exhibit to be an example of how to accept what life has to offer, both good and not so good, and how to live with and learn from the outcome.
11. I will not be involved in any illegal activities while participating in 4-H and FFA events, including but not limited to alcohol, tobacco or drug use.
12. I agree to conduct myself in an honest, ethical, and upstanding manner and I understand that disciplinary actions will result if these rules are violated. I understand that I am expected to represent the program in a positive manner. I have read, understand, and agree to follow this Code of Ethics, and any other rules of competition of the fair or exhibition as printed in its Premium Book.

Identification Requirements

1. Any horse, mule, donkey, miniature horse, or pony to be shown at a 4-H show must be properly identified in 4hOnline by May 15. State Fair eligible animals must also have photos uploaded to 4hOnline by May 15. 4-H MEMBERS ARE LIMITED TO FIVE TOTAL ANIMALS TO IDENTIFY AND, OF THOSE, A MAXIMUM OF TWO HORSES CAN BE LEASED. Leased animals MUST have lease form completed and uploaded to 4hOnline by May 15. Only riding or driving animals are eligible for lease; horses in halter or conformation classes must be owned by the 4-H member. Refer to publication 4H 202 for more details on ownership and identification requirements.

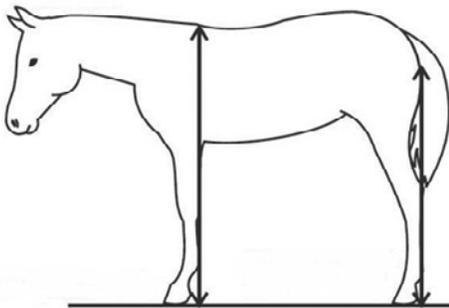
2. A colt or filly foaled after June 1 is eligible for show during the current year only if it is the foal of a regularly enrolled 4-H project mare and is shown in a mare and foal class. Male weanlings may be shown, but yearlings and other stallions are ineligible for 4-H shows.
3. It is the responsibility of the owner to designate the type of the horse and/or pony. PONIES are any equine under 14.1 hands. A HORSE is any equine 14.1 hands and over (14.1 hands equals 57 inches). Ponies that are shod will have one-half inch deducted from height. POA height cards will be accepted. EXCEPTION: If you have horse breed registration papers, you are allowed to classify the animal as a horse. Example – if a Quarter Horse is 14.0 hands and is registered with AQHA, the equine can be classified as a horse. Registration papers must be provided at check-in time.

Measurement of Equine

1. Stand the animal on a smooth, level solid surface (i.e., cement, plywood) in such a position that the front legs are vertical and the back of the hocks are in a vertical line with the point of the animal's hindquarter.
2. For ponies, the head is to be held low enough to reveal the highest point of the withers. With the animal in this position, measure the vertical distance from the highest point of the withers to the ground, using the arm of the measuring standard.
3. For miniatures, the head and neck shall be in a natural position, facing forward. With the animal in this position, measure the vertical distance from the last hair of the mane to the ground, using the arm of the measuring standard. Differentiate between short body hair and mane hair to determine measuring point.
4. The standard must be a straight, unbendable stick and should be provided with a plumb bob or spirit level to make sure the standard is perpendicular from withers to the ground and that the crosspiece is parallel with the ground surface.

Measuring a Horse or Pony

Head lowered only enough to see highest point of withers.



Horse stands squarely
with front legs vertical to
the ground

Horse stands squarely
with back of hocks in
vertical line with point of
quarter.

General Horse Show Rules

1. Rules in this book take precedent over all other rules. American Quarter Horse Association (AQHA) will be used for any Western, hunt seat, or timed events not covered in this book. Hunt seat and jumping rules not governed by AQHA will be governed by United States Equestrian Federation (USEF) rules. Saddle seat rules not covered in this book will be governed by USEF. Miniature horse rules not covered in this book will be governed by the American Miniature Horse Association (AmHA). Additional rule books used to develop this book are from American Ranch Horse Association (ARHA), Appaloosa Horse Club, Ponies of the Americas (POA), Pinto Horse Association of America (PtHA), National Reining Horse Association (NRHA), and the National Snaffle Bit Association (NSBA). To the extent a rule is NOT addressed by this rule book, the aforementioned rule books should be used.

2. All exhibitors and animals must meet state health requirements pertaining to county and state shows.
3. Legal equipment is described in rules governing specific classes. If a qualified person is appointed by the show management, that person may stop exhibitors with incorrect equipment before competing, as the judge will disqualify exhibitors with illegal equipment. It is the responsibility of the exhibitor to check with show officials regarding questionable equipment prior to the start of the class.

Delay of Classes, Falls, and Unruly Horses

1. Show managers or judges reserve the right to refuse an exhibitor entry into any class or event if they deem entry unsafe for the exhibitors or other exhibitors' animals. All show officials have the authority and must dismiss from the ring any entry that is unruly or not in sufficient control for the safety of the handler or other exhibitors.
2. Delay of classes:
 - a. In classes in which equines compete collectively, a warning is issued and the in-gate is closed at the end of the one-minute call.
 - b. If a class in which equines compete together is in progress and must be stopped due to a storm, it is recommended that the class be held over in its entirety and no consideration will be given to the performance during the original session.
 - c. In the situation of a class being split, the call-back entries will not receive a lower ribbon placing in the finals than what they earned in their first go-round
3. If tack or equipment breaks or a horse loses a shoe and the exhibitor cannot safely complete the class or course, he or she may be disqualified. However, if the exhibitor is able to continue the course despite the difficulty and without cruelty to the horse and without causing a safety hazard, the exhibitor may continue and complete the class or course.
4. A competitor is considered to have fallen when he or she is separated from the horse in such a way as to necessitate remounting or vaulting into the saddle. A horse is considered to have fallen when, at the same time, its shoulder and hip on the same side have touched either the ground, or an obstacle and the ground.
5. What constitutes an unruly horse that will be excused from the arena? Listed below are some examples that may occur when the horse is being led or ridden.
 - a. A runaway horse
 - b. Bucking
 - c. Rearing
 - d. Kicking other horses
 - e. Biting other horses

Judges' Decisions are Final.

1. All horses and ponies cannot win, so the judge's decision, on whatever it may be, should be accepted in the true spirit of sportsmanship and 4-H. When an exhibitor or exhibitor's parent, leader, or staff member is guilty of unsportsmanlike conduct, show managers and/or the judge may suspend such exhibitor's rights to participate in future classes or shows for such period as deemed appropriate. The exhibitor's parent, leader, friend, or agent can and will be barred from the show grounds for unsportsmanlike conduct or improper behavior.
2. In any approved class, the judge shall have the authority to require the removal or alteration of any piece of equipment that, in the judge's opinion, is unsafe, would tend to give a horse an unfair advantage, or is inhumane.

3. Prohibited equipment mandates disqualification.

Sportsmanship

1. Exhibitor etiquette: Exhibitors shall act respectfully and be courteous at all times. Unnecessary roughness or discourtesy should disqualify the exhibitor from further competition for the entire show. Good sportsmanship will prevail. Exhibitors shall not strike or hit the horse or pony forward of the cinch with any object including hands. No abuse of horses will be tolerated. Exhibitors must keep their horse under control or be excused from the ring. Courtesy is mandatory—no exceptions.
 - a. Warm-up ring
 - Always watch where you are going.
 - Always pass to the inside.
 - If you must stop for tack adjustment or for the rider's needs, come to the center of the ring to do so.
 - A red ribbon in a horse's tail denotes that a horse may kick when crowded. Please use caution.
 - b. Before you enter your class
 - Check your girth and make sure your reins are the right length, so you go into the class prepared.
 - Be ready to go in as soon as the gate opens.
 - c. In your class
 - Keep your horse on the rail, unless you have to pass. Pass on the inside and then get back to the rail when it is safe to do so without cutting off the horse you have passed
 - You should be at least two horse lengths behind the horse in front of you.
2. Unsportsmanlike conduct: Unsportsmanlike conduct or any other form of misconduct that is irresponsible, illegal, indecent, profane, intimidating, threatening, or abusive is prohibited. Show management may immediately expel individuals exhibiting unsportsmanlike conduct from show.
3. Policy on alcohol: All exhibitors are expected to be cooperative, courteous, and good 4-H representatives while participating in 4-H events. Use or possession of drugs or alcoholic beverages while at a 4-H event will result in disqualification of the exhibitor's entries or discontinued participation of the 4-H member in the event, or both. All youth participating in Iowa 4-H events and activities are required to abide by the Iowa 4-H Youth Code of Ethics. Please refer to pages 1 and 2.

Humane Treatment of Animals

The exhibitor is responsible for a horse's condition and presumed to know all the rules and regulations of the Iowa 4-H Horse Show, and the penalty provisions of said rules. The voluntary action in entering a horse or exhibiting one in an approved show, and the exhibitor's responsibility for the condition of the horse, makes him or her eligible for disciplinary sanctions, whether or not he or she had actual knowledge of the presence of a forbidden drug, directly participated in the administration thereof, innocently miscalculated its retention time in the horse's system, or any other reason for its presence is established.

Lameness

THIS SECTION SHALL GOVERN WHENEVER LAMENESS IS DISCUSSED HEREIN. The judge shall examine and check for lameness of all horses brought into any class. The judge has the authority to excuse any horse from the class, due to lameness, at any time while being judged. This is essential regardless of whether or not the competition indicates it is necessary. Obvious lameness shall be cause for disqualification. Obvious lameness is described as follows:

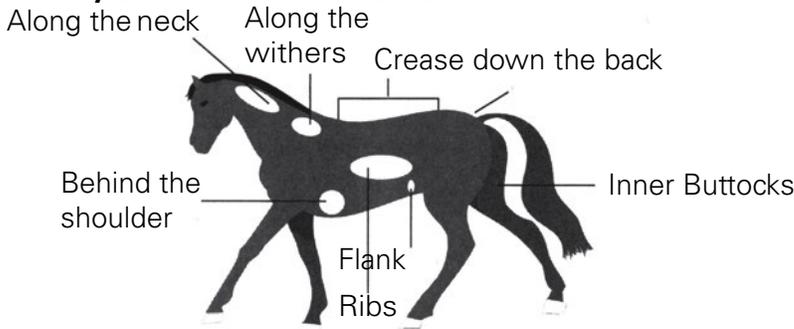
1. Consistently observable at a trot under all circumstances
2. Marked nodding, hitching, or shortened stride
3. Minimal weight-bearing in motion and/or at rest and inability to move

Body Condition Score

The judge and/or show committee shall examine and check for body condition of all horses brought to a show. The judge and/or show committee has the authority to excuse any horse from the class, due to a body condition score of 3 or less, at any time while being judged. This is essential regardless of whether or not the competition indicates it is necessary.

The body condition score method uses sight and touch to evaluate the amount of fat over the loin, ribs, tail head, withers, neck, and shoulders. Scores range from 1 to 9 with 1 being emaciated and 9 being fat.

Body Condition Score Method



Descriptions of Body Condition Scores

Score: 1 Condition: Poor

Description: Animal extremely emaciated. Spinous processes (upward projections) of lumbar and thoracic vertebrae, ribs, tail head, point of hips and point of buttocks project prominently; bone structure of withers, shoulders, and neck easily noticeable; no fatty tissue can be felt.



Score: 2 Condition: Very Thin

Description: Animal emaciated. Slight fat covering over the base of backbone; transverse processes (side projections) of the lumbar vertebrae feel rounded; spinous processes, ribs; tail head, and point of buttocks and point of hips prominent; withers, shoulders, and neck structures faintly discernible.



Score: 3 Condition: Thin

Description: Fat built up about halfway on the spinous processes; transverse processes cannot be felt; slight fat cover over the ribs; spinous processes and ribs easily seen; tail head prominent, but individual vertebrae cannot be identified visually; point of buttocks appear rounded; point of hips not distinguishable; withers, shoulders, and neck accentuated.



Score: 4 Condition: Moderately Thin

Description: Slight ridge along back; faint outline of ribs seen; tail head prominence depends on conformation, but fat can be felt around it; point of hip not seen; withers, shoulders, and neck accentuated. Many racing Thoroughbreds have a body condition score of 4.



Score: 5 Condition: Moderate

Description: Back is flat (no crease or edge); ribs not visually distinguishable but easily felt; fat around tail head beginning to feel spongy; withers appear rounded over spinous processes; shoulders and neck blend smoothly into body.



Score: 6 Condition: Moderate to Fleshy

Description: May have slight crease down back; fat over ribs spongy; fat around tail head soft; fat beginning to be deposited along the side of withers, behind shoulders, and along neck.



Score: 7 Condition: Fleshy

Description: May have crease down back; individual ribs can be felt, but there is noticeable filling between ribs with fat; fat around tail head soft; fat deposited along withers, behind shoulders, and along neck.



Score: 8 Condition: Fat

Description: Crease down back; difficult to feel ribs; fat around tail head very soft; area along withers filled with fat; area behind shoulder filled with fat; noticeable thickening of neck; fat deposited along inner thighs.



Score: 9 Condition: Extremely Fat

Description: Obvious crease down back; patchy fat appearing over ribs; bulging fat around tail head, along withers, behind shoulders, and along neck; fat along inner thighs may cause them to rub together; flank filled with fat.



Inhumane Treatment

Inhumane treatment of any horse or any other animal on show grounds is strictly prohibited. Treatment of any horse will be considered inhumane if a person, educated or experienced in accepted equine training techniques, would perceive the conduct of an individual to be inhumane. Inhumane treatment shall include, but not be limited to, the prohibited conduct specified below.

- Placing an object in a horse's mouth so as to cause undue discomfort or distress;
- Leaving a bit in a horse's mouth for extended periods of time so as to cause undue discomfort or distress;
- Tying a horse's head up (above withers), back or around in a stall;
 - Tying a horse in a stall without access to food or water for an extended period of time.

- Lounging or riding a horse in a manner as to cause undue discomfort or distress to the horse;
- Tying or fastening any foreign object onto a horse, halter, bridle and/or saddle in order to desensitize the horse
- Use of training techniques or methods such as poling or striking a horse's legs with objects
- Excessive spurring or whipping
- Hitting the horse on the head
- Excessive jerking of reins
- Use of prohibited equipment, including, but not limited to: unprotected lip chains; saw tooth bits; hock hobbles; tack collars; tack curb straps or tack hackamores; whips used for showmanship; war bridles or like devices; wire or solid metal curb straps no matter how padded; wire cavesson; wire or cable tie-downs; bumper bits; metal bosals (no matter how padded); metal longeing hackamores; chambons; headstalls made of metal (no matter how wrapped or padded), twisted rawhide, or rope may not be used on a horse's head (3/8 inch rope may be used with a slip/gag bit or a bonnet); running martingales used with curb bits used without rein stops; belly bands; excessively tight cavessons; riding in a curb bit without a curb strap; draw reins attached between or around the front legs will not be allowed; side reins (direct rein from bit to cinch or surcingle);
- Use of any item or appliance that restricts the circulation of the horse's tail;
 - Use of any item or appliance other than a weighted tail that restricts movement of the horse's tail
 - Use of any drug, chemical, foreign substance, surgical procedure or trauma that would alter a horse's normal tail function
 - For the purpose of this rule, normal tail function is defined as "being able to raise the tail to or above the horizontal plane."
- The use of any substance, including but not limited to any type of colorant, dye, glue or hair to hide an injury created by intentional or negligent treatment, prohibited training techniques or prohibited equipment. For purposes of this rule, "injury" is defined as an open wound, raw area and/or scabbed area.
- A horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired
- Intentional or negligent treatment which results in any bleeding, open wound and/or raw area – intentional
- Unintentional for purposes of this section, "negligence" is the failure to exercise care that a reasonably prudent person would exercise. Regardless of whether the bleeding, open wound and/or raw area resulted from intentional or negligent treatment, the horse shall be disqualified.
- Applying excessive pressure on or excessively jerking of a halter lead shank or an allowed safety lead any other treatment or conduct deemed by a show official to be inhumane or abusive
- It is prohibited to pour any substance into a horse's ears unless it is for a therapeutic purpose

Prohibited Assistance and Medication

1. Prohibited assistance: If an exhibitor, while inside the show arena or show ring, is assisted in any manner by another person or provides assistance in any manner to another person, the exhibitor shall automatically be disqualified. This rule does not apply to an exhibitor that assists another exhibitor if such assistance was necessitated for the safety of competing exhibitors or horses as determined by the judge; however, the exhibitor in need of such assistance shall be disqualified.
2. Prohibited medication and drugs
 - a. No person shall administer internally or externally to a horse, either before or during an approved event, any medication, drug, mechanical device, or artificial appliance that is of

such character as could affect its performance or appearance in the event. Upon discovery of administration of such drug, medication, mechanical device, or artificial appliance, show management shall immediately disqualify the horse. Any action or substance administered internally or externally, whether drugs or otherwise, that may interfere with the testing procedure or mask or screen the presence of such drug is forbidden. Consequences will be determined by show management. See United States Equestrian Federation Equine Drugs and Medication Guidelines for more information. <https://www.usef.org/compete/resources-forms/rules-regulations/drugs-medications>

- b. Presence of such medication or drug in a horse participating in an Iowa 4-H Horse Show event shall, in addition to disqualification by the show management, be grounds for state 4-H Youth Development officials to bar the exhibitor and horse from participation in future 4-H horse shows for such period as determined appropriate and, upon request, the owner shall deliver the horse's identification papers to the respective county extension office to be held during the period of the horse's suspension from participation. Although ownership of the horse may, thereafter, be transferred to another party, the transfer of ownership will not dissolve or shorten the term of the suspension.
- c. It is presumed that the sample of urine, saliva, blood, or other substance tested by the approved laboratory to which it is sent is the one taken from the horse in question, its integrity is preserved, and that all procedures of the same collection and preservation transfer to the laboratory and analysis of the sample are correct and accurate. The report should show in which class the horse was entered, with the burden on the exhibitor or other responsible party to prove otherwise at any hearing in regard to the matter conducted by state 4-H Youth Development officials.
- d. Every exhibitor shall, upon request of the show management or advisory committee, permit a specimen of urine, saliva, blood, or other substance to be taken for testing under supervision of an approved veterinarian. Refusal to comply with such request shall constitute grounds for immediate disqualification of the horse from further participation at the show and shall bar the horse from participation in future Iowa 4-H horse shows for such period as determined by the state 4-H Youth Development program. If the laboratory report on the chemical analysis of saliva, urine, blood, or other sample taken from the horse indicates the presence of a forbidden drug or medication, this shall be taken as prima facie evidence that such substance has been administered to the horse either internally or externally.

Danish Award System

The Danish system of judging is designed to give 4-H members a feel for their level of presentation in a specific class. The Danish system judges the participants against a set standard for the specific competition and not against the other participants. Judging against a standard is designed as an educational tool. The purpose is to allow the participant to know what needs to be worked on and what they have done well, regardless of who they are competing against. This also allows 4-H members recognition for their hard work, and helps them recognize the need to improve their skills. This system allows a judge to communicate to the participants if more work needs to be done to get their performance to a level that meets standard, and also allows a judge to reward a well-executed performance even if other competitors had higher scores.

The judge will place exhibitors in one of four ribbon placing groups based on how well their performance compared to that of an ideal performance or breed standard. The ribbon groups and their significance are:

Grand or Reserve Champion – Top overall exhibitors.

Purple – An outstanding entry that meets all of the class requirements. The entry contains few, if any flaws. At the judge's discretion, top purples may be awarded for truly exceptional entries.

Blue – A very good entry that meets all of the class requirements. The entry contains few flaws and is well above minimum standards.

Red – A good entry that meets all of the class requirements. The entry is slightly above or at minimum standards. Although displaying good effort, the entry contains several flaws.

White – An average entry that meets the requirements of the class but is well below minimum standards. The entry contains several flaws and considerable room for improvement exists.

NOTE: Exhibitors going into final rounds when a class has been split should not receive a lower ribbon placing in the finals than was given in their initial go-round.

IOWA 4-H HORSE SHOW CLASSES

FITTING & SHOWING DIVISION

Halter Division

Animals are to be judged on conformation, type, soundness, way of moving and general balance and appearance.

General Rules for Halter

1. Tack and Attire
 - Refer to English (Pages 22-26) and Western appointments (Pages 41-42).
2. Appearance of Horse Per Breed Standard
 - a. The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed, and in good condition. Tail hair attachment may not be attached in any way to the tail bone. The mane, tail, forelock, and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or Western. RED ribbons are allowed only in tails of horses that kick except for draft mules and saddle seat horses. The length of mane and tail may vary, as long as they are neat, clean, and free of tangles. The bridle path, eyebrows, and long hair on the head and legs may be clipped.
 - b. Supplemental hair in mane and tail is permitted in any division.
 - c. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with clear hoof dressings, or shown naturally.
 - d. Surgical alteration:
 - Any surgical or inhumane procedure that could affect the performance of a horse/pony or alter its natural conformation or appearance is prohibited, except for the sole purpose of protecting the animal.
 - Upon discovery of administration of prohibited surgical procedures, show management shall disqualify the horse and report the matter to the state 4-H Youth Development office.
 - A judge may, at his or her discretion, penalize a horse/pony for a seemingly "dead" tail that merely dangles between the legs and does not show normal response.

Judging Halter

1. The judge should be aware of the fact that not all conformation types are traditionally shown in the same manner. Whereas stock types usually walk into the ring, hunter types may enter at a walk or a trot, at the judge's discretion, but must be trotted past the judge to allow assessment of soundness and length of stride. Saddle types are normally brought into the ring at a trot as that gait is an important aspect of its conformation type.
2. Entries are to be judged on conformation type, quality, and way of going with attention to the type of conformation and associated expectation in the case of classes not divided by type, and in the case of classes with separate sections for the four types. In judging hunter type halter horses, movement must be considered and suitable for purpose.
3. Transmissible weakness and/or unsoundness are to be counted strongly against the horse.

4. Horses are to be shown in-hand at a walk and jog or trot.
5. Exhibitor apparel should match the style of class.
6. Judges should disqualify and excuse from the ring prior to final placing a horse that:
 - a. exhibits disruptive behavior such that it or other horses are unable to be inspected by the judge
 - b. exhibits disruptive behavior such that the safety of it, the handler, an exhibitor, a judge or another horse is endangered
 - c. is not under the control of the exhibitor
 - d. becomes detached from the exhibitor
 - e. has fallen and is on its side with all four feet extended in the same direction
 - f. is observed with blood on its body, including, but not limited to, the nose, chin, mouth, tongue, or gums, regardless of cause
 - g. is lame.

Rather than disqualify, a judge may choose to fault a horse that is exhibiting disruptive behavior so long as such disruptive behavior does not qualify as being any of the behaviors described immediately above

Horse Conformation Types

1. Stock type horse: The stock type horse is a horse of predominantly Quarter type breeding and conformation suitable for Western, hunter seat, and a variety of other events.
2. Hunter type horse: The hunter type horse is a horse of predominantly Thoroughbred and approved European Warmblood breeding suitable for hunter, Western, and a variety of other events.
3. Saddle type horse: The saddle type horse is a horse of predominantly saddle (i.e. Saddlebred, Morgan, Hackney), or Tennessee Walking Horse breeding, displaying high head carriage and the animated, high action of these
4. Ranch Horse Conformation - See page 71.

Horse Conformation Appointments

Stock Type Halter

1. Stock type entries are shown in a plain or silver halter and lead shank. No assistants are permitted in ring.
2. Stock entries will stand squarely on all four feet.

Hunter Type Halter

1. Hunter type entries are shown in a snaffle bridle or leather halter and lead shank. In hunter type halter classes, decorative silver bridles and silver halters are prohibited. No assistants are permitted in the ring. Hunt whip or crop may be carried. Hunter type horses shall stand either in the traditional hunter position, with front feet square and hind feet offset, or square.
2. In hunter type halter, movement must be considered and suitable for purpose.

Saddle/English Type Halter

1. Saddle type entries are shown in a show bridle with lead shank, curb bit, or halter with lead shank. One assistant is allowed as a trailer in classes for saddle type only. Assistants are not allowed in classes where types are mixed.
2. Whip is optional for handler and assistant. Handlers shall be penalized for excessive use of a whip or whipping actions that disturb any other entrant. Penalties may range from a warning to expulsion

from the class. Whips shall be slightly flexible and up to 72 inches in length, including lash.

3. Saddle type entries may display a stretched or parked position when standing. It is recommended that the front legs be perpendicular to the ground or only moderately ahead (one step) of the perpendicular. When hind legs are placed behind the body it should be done without exaggeration or in any manner that would distort the horse's conformation. Judges may ask for repositioning of the horse.

Showmanship Division

General Rules for Showmanship

1. The showmanship class shall be designed to evaluate the exhibitor's ability to execute, in concert with a well-groomed and conditioned horse, pony, donkey, or mule, 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.
2. It is mandatory that the judge post any pattern(s) to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the finals pattern may be posted. Pattern(s) should be designed to test the showman's ability to effectively present a horse to the judge. All ties will be broken at the judge's discretion.
3. Showmanship whips (dressage whips etc.), war bridles or like devices or any type of wire or rope over a horse's head are not permitted for showmanship purposes.

Showmanship Class Procedures

1. All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. The following maneuvers are considered acceptable: lead the horse at a walk, jog, trot or extended trot, or back in a straight or curved line, or a combination of straight and curved lines; stop; and turn 90 (one-quarter), 180 (one-half), 270 (three-quarters), or 360 (full turn) degrees or any combination or multiple of these turns. The judge must have exhibitors set the horse up squarely for inspection sometime during the class. Pull turns must be 90 degrees or less.

Judging and Scoring Showmanship

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

1. Scoring: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.
2. Overall presentation of exhibitor and horse: The exhibitor's overall poise, confidence, appearance, and position throughout the class and the physical appearance of the horse will be evaluated.
 - a. Presentation and position of exhibitor
 - Appropriate Western or English attire must be worn. Clothes and person are to be neat and clean. The use of any type of artificial aid including, but not limited to, lighters, hay, dirt, and sharp pins will be considered a disqualification.
 - Exhibitors should be poised, confident, courteous, and genuinely sportsmanlike at all

times, quickly recognizing and correcting faults in the positioning of the horse. Exhibitors should continue showing their horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural, and upright manner, and avoid excessive, unnatural, or animated body positions.

- The exhibitor must lead on the horse's left side holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand unless requested by the judge to show the horse's teeth. It is preferable that the exhibitor's hand not be on the snap or chain portion of the lead continuously. The excess lead should never be tightly coiled, rolled, or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position.
- Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked.
- The position of exhibitors when executing a turn to the right is the same as the leading position except that the exhibitors should turn and face toward the horse's head and have the horse move away from them to the right.
- When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest, still maintaining slight bend in the elbow, and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the horse's left front leg.
- When setting the horse up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle and should never leave the head of the horse. The exhibitor is required to use the Quarter Method or Breed Appropriate Inspection Method when presenting the horse.
- Exhibitors should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's view of the horse and should allow the exhibitor to maintain awareness of the judge's position at all times. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around the horse, exhibitors should change sides in front of the horse with minimal steps and should assume the same position on the right side of the horse that they had on the left side.
- Leading, backing, turning, and initiating the setup should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. Exhibitors should not touch the horse with their hands or feet or visibly cue the horse by pointing their feet at the horse during the setup.

b. Presentation of horse

- The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed, and in good condition. The mane, tail, forelock, and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or Western. The length of mane and tail may vary, as long as they are neat, clean, and free of tangles. The mane should be even in length or may be roached, but the forelock and tuft over the withers must be left. The bridle path, eyebrows, and long hair on the head and legs may be clipped, except where government regulations prohibit.
- Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with clear hoof dressings, or shown naturally.

- Tack should fit properly and be neat, clean, and in good repair.

c. Pattern Performance

- The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty, however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing.
- The horse should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The horse's head and neck should be straight and in line with the body.
- The stop should be straight, prompt, smooth and responsive with the horse's body remaining straight.
- The horse should back up readily with the head, neck and body aligned in a straight or curved line as instructed.
- On turns of greater than 90 degrees, the ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalized if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.
- A pull turn to the left is an unacceptable maneuver.
- The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square.

3. Penalties: Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

a. One (1) points

- Break of gait at the walk or trot up to 2 strides
- Over or under turning up to 1/8 of a turn
- Ticking or hitting cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot and replacing it in the same place
- Lifting a foot in a set-up and replacing it in the same place after presentation

b. Three (3) points

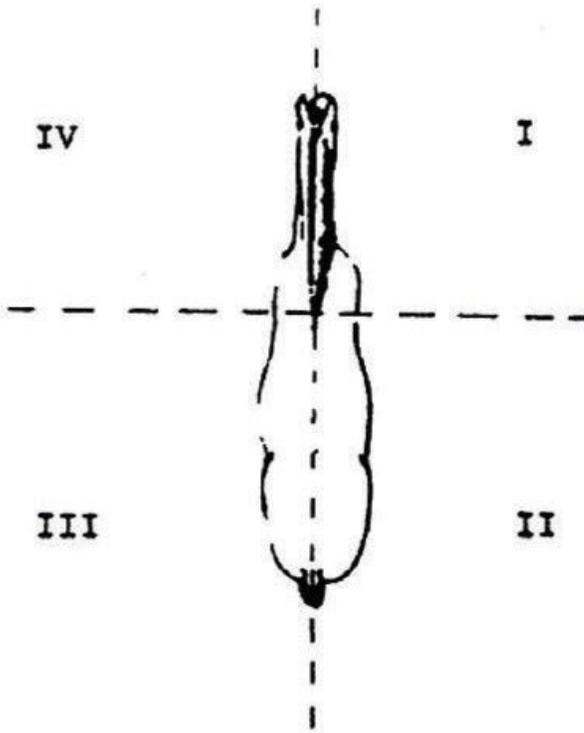
- Not performing the specific gait or not stopping within 10 feet of designated location
- Break of gait at walk or trot for more than 2 strides
- Splitting the cone (cone between the horse and exhibitor)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Horse stepping out of set-up after presentation
- Horse resting a foot or hipshot in a set-up

- Over or under turning 1/8 to 1/4 turn
- c. Five (5) points
- Exhibitor is not in the required position during inspection
 - Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up
 - Standing directly in front of the horse
 - Loss of lead shank, holding chain or two hands on shank
 - Blatant disobedience including biting, kicking, rearing or pawing; horse continually circling exhibitor
- d. Disqualifications (should not be placed) including:
- Loss of control of horse that endangers exhibitor, other horses, or judge
 - Horse becomes separated from exhibitor
 - Failure to display correct number
 - Willful abuse
 - Excessive schooling or training; use of artificial aids
 - Illegal equipment
- e. Off pattern: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or over turning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

The Quarter Method

The following guidelines are meant to serve as an illustration of movement around the horse while showing in showmanship at halter. Imaginary lines bisect the horse into four equal parts as seen below. One line runs across the horse just behind the withers. The other imaginary line runs down the horse's centerline from head to tail. When the judge is in I, the handler should be in IV. As the judge moves to II, the handler should move to I. When the judge moves to III the handler moves to IV. As the judge moves up the horse to IV, the handler returns to I. This method is based on safety as the handler can keep the horse's hindquarters from swinging toward the judge should the horse become fractious. It also enables small exhibitors or exhibitors with a large horse to always keep the judge in their field of vision. If an exhibitor commits to using the Quarter Method, they should continue moving in accordance with this method throughout the class. An exhibitor that has chosen to use the Quarter Method when working with horses side-by-side in a line should only use it when the judge is within two horses prior to or past the exhibitor's work. It is not necessary and is considered over-showing and a fault for the exhibitor to work off the judge's position when the judge is farther than two exhibitors prior to or past the exhibitor. The Quarter Method should be used continually when horses are lined up head-to-tail so that the exhibitor can maintain awareness of the judge's position at all times.

When moving around the horse, the exhibitor should stand in a natural, upright position portraying the mannerisms of a professional showman by avoiding excessive and animated body positions that draw attention. Exhibitors should change sides in front of the horse with minimal steps and should assume the same position on the right side of the horse that they had on the left side of the horse. Leading, backing, turning, and initiating the setup should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. Exhibitors should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse.



For counties that limit the number of times a youth can participate in showmanship, it is recommended that either a winner's showmanship class or a supreme livestock showman class be held.

1. Supreme livestock showman

- a. The supreme showman will be chosen in a round robin showmanship contest. Species that may be included in this round robin contest will be beef, dairy, goat, horse, sheep, and swine.
- b. There may be two exhibitors from each species (Champion and Reserve).
- c. The only change from basic showmanship contests will be that in the senior division the judge will select a Champion and a Reserve for each species.
- d. The Champion senior showman for each species will automatically qualify to be one of the exhibitors in the round robin contest.
- e. The Reserve champion and any senior showman champions from previous years that are still exhibiting in that specie will be eligible to compete for the other qualifying exhibitor from each species.
- f. There will be a one-minute rotation time to the next species until all species have been shown.
- g. All 14 selected exhibitors will show all 7 species. There will be a three- to four-minute showing time with a one- minute rotation time to the next specie until all species have been shown.
- h. Exhibitors must show the same animal they used to qualify for the supreme showman contest.
- i. The supreme showman will be selected on the basis of the total points scored. There is a maximum of 80 points. The scoring system will be as follows: 10 points for appearance of exhibitor and fitting and grooming of the animal brought to the ring. A maximum of 10 points for showing each species based on the following scoring scale:
 - Excellent 10
 - Above Average (9, 8, 7)
 - Average (6, 5, 4)

- Below Average (3, 2, 1)
- j. You may qualify and win supreme showman only once in any one specie.
 - k. If an exhibitor wins senior showmanship in more than one species in the same year, the exhibitor must choose which specie to enter in the round robin contest. Another exhibitor will then be selected to fill the specie not chosen.
 - l. If an exhibitor has qualified for the Supreme Showmanship Contest by winning the current year senior showmanship or the second qualifying spot in any species, he or she will be ineligible to compete for the second qualifying spot in any other species.
 - m. If no current year or previous senior champions qualify from a species, that species will not compete in the Supreme Showmanship Contest that year.
2. Winner's showmanship
 - a. County showmanship classes should include divisions for either junior member/senior member or, for counties with more entries, the classes should be split as junior, intermediate, and senior members.
 - b. Exhibitors should be allowed to win each division only one time. For exhibitors who have previously won division classes, a winner's showmanship class should be held. Therefore, entry books should read (in any order): Junior Showmanship/Senior Showmanship/Winner's Showmanship or Junior Showmanship/Intermediate Showmanship/Senior Showmanship/Winner's Showmanship. The winner's class will contain the previous years' original showmanship class winners. Example: If an exhibitor wins Junior Showman 2021, then this year they will compete in the winner's showmanship class until eligible for the next age category, senior showman (or some counties have three showman levels so the next level would be intermediate showman).

Longe Line Division

Only yearling and 2-year-old animals are eligible for this division. Horses shown in this division cannot be shown in any under-saddle classes.

General Rules for Lunge Line

1. Appointments of Horse
 - a. Horses should be shown in show or work type halters. A longe line with or without a chain must be snapped to the halter. If a chain is used, the chain should not be run under the chin, over the nose or over the poll – only snapped to halter. Longe whips are allowed, and if used, cannot touch the animal. Splint boots are optional; however, wraps or bandages of any kind are not allowed.
2. Appointments of Exhibitor
 - a. Western appointments as described in the English and Western Division are required, unless the horse is presented as a hunter, in which case the animal's mane and tail should be braided and the handler must wear hunt attire.
3. Horse's Performance and Manners
 - a. Movement of the horse should be judged as pleasurable and natural. Emphasis should be placed on how well the horse moves and on its attitude, as reflected in its ears, mouth, tail and way of going. Minor breaks of gait and momentary lapses of attention or playing on the part of the horse should not be penalized. However, the horse should be in control at all times. The judge may penalize a horse for being out of control - excessive bucking, running off, or willful disobedience.

4. Exhibitor
 - a. The exhibitor's manners and actions in handling the horse on the line reflect the time and effort the exhibitor has spent training the horse. The actions of the horse should indicate a willing response to the exhibitor. The exhibitor and horse should demonstrate the ability to work calmly and quietly.

Lunge Line Class Procedure

1. Exhibitors will enter the ring with their horses one at time.
2. Exhibitors will work their horses for 90 seconds – 45 seconds in each direction. (A timer should blow a whistle to notify the exhibitors to begin, at 45 seconds and at 90 seconds.) The exhibitor may start the horse working in either direction of the ring. A horse being shown in hunter seat tack must walk, trot or canter in both directions of the ring. A horse being shown in western tack must walk, jog and lope in both directions of the ring. The exhibitor may determine how much time is spent at each gait. For example, if a horse is an exceptional jogger, the exhibitor may choose to showcase that ability after completing all of the required gaits.
3. The longe line cannot touch the animal.
4. After all of the exhibitors have longed their horses, they are to lead their horses into the ring, line up in a row, set up as in a halter class and be judged. Exhibitors may choose to use a lead shank during this part of the class. The lead chain may be placed under the horse's chin or over its nose, as in a halter class.

Judging and Scoring Longe Line

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

1. The horse will be scored at all three gaits in both directions. Western Pleasure prospects are to show at the walk, jog, and lope. Hunter Under Saddle prospects are to show at the walk, trot and canter. Any horse that does not exhibit these gaits in each direction will be disqualified from the class.
2. Judges shall immediately excuse any horse that exhibits obvious lameness at any time during the class.
3. Exhibitors may begin work in the direction of their choice (counter or clockwise).
4. If the horse is playing on the longe line, it shall not count against the horse. The judge will, however, penalize the horse for excessive bucking, or running off, stumbling, or displaying attitudes that are uncomplimentary to pleasure horses. Falling down will constitute disqualification.
5. Exhibitors are encouraged to exhibit their horse making full use of a 25' radius circle, as they will be scored on this.
6. The conformation inspection will occur as the horse is walked into the arena prior to the longeing demonstration at which the judge will evaluate the horse for conformation suitable for future under saddle performance.

Scoring

1. Scoring will be on a basis of 0-infinity with 70 denoting an average performance. Each evaluated element will receive a score that will be added or subtracted from 70 and is subject to a penalty that should also be subtracted. The score reflects the horse's performance on that day. Conformation, Jog/Trot, Lope/Canter and Manners/Attitude will be scored on the following basis ranging from +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor and the Walk and Use of Circle will be scored on the following basis ranging from +1½ Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Poor, -1 Very Poor, -1½ Extremely Poor.
2. The show management is responsible for re-certifying all scores and totals. If errors in tabulation

have occurred, they should be immediately corrected and new placings announced at the event.

3. One key element in accurately describing the scoring of the entire run to the exhibitor is the judge's scribe.
4. Judges are to evaluate movement based on the gait descriptions in
 - a. Walk. The walk will be scored on a scale of +1 ½ to -1 ½ in each direction, with 0 being average/correct. Using a 25' radius, the horse must walk a minimum of two horse lengths for the judge to have sufficient time to evaluate and score the walk. Lower gait scores should reflect stumbling in the gait.
 - b. Jog or Trot. The jog/trot will be scored on a scale of +3 to -3 in each direction, with 0 being average/ correct. Using a 25' radius, the horse should jog or trot a minimum of ½ circle both directions of the ring. Lower gait scores should reflect stumbling in the gait.
 - c. Lope or Canter. The lope/canter will be scored on a scale of +3 to -3 in each direction, with 0 being average/correct. Using a 25' radius, the horse should lope or canter a minimum of one full circle both directions of the ring. Lower gait scores should reflect stumbling in the gait.
 - d. Use of Circle. Scores for all gaits in both directions should reflect positive, consistent use of the 25' radius of the circle. Extra credit will be given for full, extended use of the circle on a slightly loose line. Lower gait scores should reflect lack of full use of the circle.
5. Manners/Expression/Attitude will be scored on a scale of +3 to -3 in each direction, with 0 being average/correct. Horses will be penalized for obvious signs of overwork and sourness such as ear pinning, head throwing, striking, tail wringing, or a dull, lethargic manner of going. They will also be penalized for dangerous behavior such as excessive bucking, cutting into the circle, or running off. In addition, incidentally touching the horse with the whip, cross cantering, balking, backing up on the longe line, and excessive urging from the exhibitor should be penalized accordingly.
6. Conformation will be scored on a scale of +3 to -3, with 0 being average/correct. The horse will be judged on conformation suitable to future performance as a Western Pleasure or Hunter Under Saddle competitor. The judges should look for a total picture, emphasizing balance, structural correctness, and athletic capability.
7. Use of the circle. Consideration will be given to how well or how poorly the horse/exhibitor team uses the 25' radius of the longeing circle. A separate box on the scorecard is available to indicate an overall score (from + 1 ½ to -1 ½ with 0 being average/correct for use of the circle).
 - a. Circle Scores: The NSBA has determined that a 25' radius is the appropriate size of circle in which to show a longe liner. It is the judge's responsibility to evaluate the circles and incorporate use of the circle in the gait scores based on the following scale:
 - +½ to +1 ½ points (Good to Excellent Use of the Circle).
 - Horse consistently stays on the perimeter of the circle with slight looseness in the line.
 - Horse turns around on the circle perimeter
 - b. 0 points (Average/correct use of the circle).
 - Horse is only slightly inconsistent in using the 25' radius of the circle
 - c. -½ to -1 ½ points (Poor to Unacceptable use of the circle)
 - Horse is shown in a circle radius of less than 25'
 - Potentially dangerous slack in the line
 - Horse pulls exhibitor out of the circle

8. Other scoring considerations: This class should be looked upon as a class that defines what it means to be a “pleasure prospect” or “hunter prospect” suitable to become a future performer under saddle. Therefore, attitudes and attributes that contribute to becoming a future performer will be rewarded within the gait scores. Higher gait scores will reflect:
 - a. Above average to exceptional manners, expression, alertness, responsiveness, and pleasant attitude
 - b. Above average to exceptionally smooth transitions between gaits
 - c. Above average to excellent cadence and consistency at all three gaits
9. Penalties and disqualifications:
 - a. Five (5)-point penalty:
 - Failure to walk less than two horse lengths
 - Failure to jog/trot a minimum of one-fourth of a circle
 - Failure to demonstrate the correct lead for a minimum of one-fourth of a circle
 - b. Disqualification will occur in the following instances:
 - When a horse shows evidence of lameness
 - When an exhibitor blatantly strikes a horse with the whip during the longeing demonstration, causing forward or lateral movement
 - When a horse falls to the ground (shoulder and/or hip and/or underline touches the ground)
 - When a horse steps over or becomes entangled in the longe line
 - When an exhibitor fails to show at all three gaits in both directions
 - When an exhibitor loses control of the horse to the point that the horse is loose in the arena
 - When an exhibitor shows disrespect toward the judge(s)

RIDING CLASSES

General Rules for Riding Classes

1. Protective Headgear Policy - All 4-H members must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.** It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place. No helmet will result in disqualification.
2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. All exhibitors must have their horses under complete control at all times. Horses must enter the ring unassisted and the gate must be closed before starting the class or course. Riders will not be allowed to leave the ring until their horses are walking under control. (No horses will gallop into or out of the show ring since this endangers other exhibitors and spectators, and will result in disqualification.) Riders having difficulty in the ring and desiring to leave should request permission to be excused from the ringmaster or judge.

4. In any performance class, the judge:
 - a. Shall not call exhibitors off the rail at any gait other than a walk, where horses are worked on the rail.
 - b. May, at his or her discretion, require the backing of only the finalists in the class where backing is required.
 - c. May, at his or her discretion, penalize a horse anytime it is ridden with a bosal or bit and it has an open, raw, or bleeding sore that comes in contact with the bosal or bit, or if the horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
 - d. May disqualify a horse any time a horse's mouth is bleeding.
 - e. Shall have the authority to require the removal or alteration of any piece of equipment that is unsafe or, in his or her opinion, would give a horse an unfair advantage or which he or she believes to be inhumane. Prohibited equipment mandates disqualification.
 - f. Is not to penalize a horse for the manner in which it carries its tail nor for normal response with its tail to cues from its rider or when changing leads. A judge may, at his or her discretion, penalize a horse for excessive or exaggerated switching or wringing of the tail or for a seemingly dead tail that merely dangles between the legs and does not show normal response.
5. All horses are to be ridden astride. If for any reason a rider falls or is thrown from a horse, or a horse falls, continued performance is not permitted. A horse is considered to have fallen when at the same time its shoulder and hip on the same side have touched either the ground or an obstacle and the ground. In either instance, the entry will be disqualified. Rider is considered to have fallen when he or she is not astride.
6. Holding the saddle horn with either hand will be penalized and an exhibitor may be disqualified at the judge's discretion unless covered by specific class rules.

ENGLISH RIDING DIVISION

Appointments Of Horse (Hunter Seat)

1. The type of bits used in the Hunter Seat Division will vary with the breeds that may be seen in the 4-H program. However, all animals should be shown with an English type snaffle (no shank) or English type curb bit, all with cavesson nosebands and plain leather brow bands. See Acceptable and Unacceptable English Bits
2. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces must be between $\frac{5}{16}$ to $\frac{3}{4}$ inch in diameter, measured 1 inch from the cheek and may have a port no higher than $1\frac{1}{2}$ inches. They may be inlaid, synthetic wrapped, including rubber plastic encased, but must be smooth. On broken mouthpieces only, connecting rings of $1\frac{1}{4}$ inch or less in diameter or connecting flat bar of $\frac{3}{8}$ to $\frac{3}{4}$ inch measured top to bottom with a maximum length of 2 inches, which lie flat in the horse's mouth, are acceptable. Snaffle bit rings may be no larger than 4 inches in diameter. Any bit having a fixed rein requires use of a curb chain. Smooth round, oval or egg-shaped, slow twist, corkscrew, single twisted wire, double twisted wire, and straight bar or solid mouthpieces are allowed (see pages).
3. In the jumping class only, mechanical hackamores may be used.
4. Saddles must be black and/or brown leather of traditional hunting or forward seat type; knee insert on the skirt is optional. Saddle pads should fit size and shape, except when necessary to accommodate numbers on both sides, for which a square pad or suitable attachment may be used. Saddle pads and attachments shall be white or natural color with no ornamentation.
5. Optional equipment:

- a. Spurs of the unrowelled type that are blunt, round, or that include a smooth rolling rubber ball and are no longer than 1 inch
 - b. Crops or bats
 - c. Gloves
 - d. English breast plate
 - e. Braiding of mane and/or tail in hunt style
 - f. Standing or running martingales in jumping, and equitation over fences only
 - g. Protective boots, leg wraps, and bandages in hunt seat equitation over fences only
 - h. Colored saddle pads in open jumping only
6. Prohibited equipment: (if used will result in disqualification)
- a. Draw reins
 - b. Rowelled spurs
 - c. Standing or running martingales, except in, jumping, and equitation over fences
 - d. Figure 8 or flash cavessons, except in jumping
 - e. Protective boots, leg wraps, and bandages in hunter under saddle, and boots of any description (except outdoors during inclement weather) in hunter hack, and working hunter. (Slip on/ easy care horse boots or related foot- wear are not considered to be protective boots and are permissible to be worn in all classes.)
 - f. Rubber reins (except jumping)
 - g. Slip-on spurs

ACCEPTABLE AND UNACCEPTABLE ENGLISH BITS

How to measure a snaffle bit



English Snaffle Bits

Hanging Cheek USEF



D Ring Snaffle



Egg butt snaffle



Loose-ring snaffle



Mouthpieces

Single jointed



Full cheek cork screw



Double jointed with rotating piece



Double jointed



Ball-jointed



Double twisted wire. Single wire is also legal



Straight bar snaffle



Full Cheek Snaffle



Double jointed snaffle with hinges and the single rolling piece is not smooth



French link mouthpiece



Full Cheek Slow Twist



English Curb-Type Bits

Kimberwick



Pelham

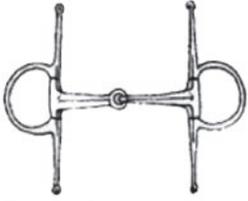


Low port fixed weymouth

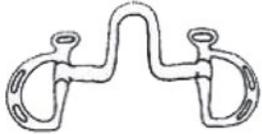


Unacceptable English Bits

Triangular mouth



Excessive port



Prong bits



Illegal snaffle. Snaffle is not "rounded"; is too narrow and its rings are too small



Appointments Of Rider (Hunter Seat)

1. Hunt seat type helmet must be worn.
2. Exhibitors must wear hunt coats of traditional colors such as navy, dark green, gray, black, or brown. Maroon and red are improper.
3. Breeches (or jodhpurs) are to be of traditional shades of buff, khaki, canary, light gray, or rust.
4. Shirts of any color with tie or choker are preferred.
5. Hair must be neat and contained (as in net or braid).
6. Exhibitors must wear high English boots or paddock (jodhpurs) boots of black or brown.
7. Failure to wear appropriate attire will result in dropping of a ribbon group.
8. Each exhibitor shall be identified by a number pinned on his or her back (halter, driving, in-hand, bareback, and showmanship classes) or duplicate numbers, one on each side of the saddle blanket (all riding classes). Any exhibitor failing to display a number or displaying the wrong number will be disqualified.

Gaits - Hunt Seat

1. Walk
 - a. Poor Walk - This horse may have an uneven pace that lacks a four beat cadence or have a stop and start or robotic appearance that resembles a march. He may appear nervous and on the muscle or intimidated and fearful of going forward. He may anticipate or try to jog or break or he may appear dull, bored and listless dragging his legs and losing rhythm and flow.

- b. Average Walk - The horse will walk with a four beat gait, a balanced top line and a relaxed appearance. He may slow down some but still maintains forward motion. He keeps his body straight and has cadence and rhythm. All of this done correctly and with manners is average.
- c. Good Walk - This horse has a four beat gait, a balanced and comfortable top line, relaxed demeanor and appears bright and attentive. He maintains rhythm, flow and cadence and travels straight with light contact from the reins. He reaches from his shoulder and tracks up from behind with his reaching legs staying close to the ground. His feet enter the ground softly and maintain the same pace coming out of the ground as he has going into it.

2. Trot

- a. Extremely Poor Trot - This is a horse that cannot seem to do a two beat gait and appears very uncomfortable in his attempt to accomplish it. He does not have any flow or balance in his motion and appears uncomfortable to ride. He may be weak and sloppy in his hocks causing a loss of forward motion or use his hocks loosely or too far back causing a loss of cadence and rhythm. This also could be a horse that is misbehaving and is unwilling to perform the gait properly and therefore is not exhibiting acceptable motion.
- b. Very Poor Trot - This is a horse that may have an uneven cadence or be unwilling to go forward. He may not keep an even and balanced motion with a level top line. This horse may appear quick legged or seem to move in an up and down fashion or may be on the muscle looking nervous and tense or he may be on a loose and sloppy rein causing a lack of collection or to travel heavy on the forehand. He may cover the ground by taking more frequent steps instead of correctly increasing the length of the strides.
- c. Poor Trot - This is a horse with an average motion, exhibiting negative characteristics in their performance. For example, this horse may have an average trot gait but have a dull, unhappy or resentful expression.
- d. Correct or Average Trot - This horse has a two beat diagonal gait in which the left front and right hind foot touch the ground simultaneously and the right front and left hind do so also. This is the standard trot and a horse MUST have a true two beat gait to be "average" or any of the levels higher than "average". He has a level top line, with a relaxed appearance and pleasant expression, is shown on light contact and appears to go in a forward, obedient manner.
- e. Good Trot - This is a horse with an average motion, exhibiting positive characteristics in their performance. For example, this horse may have an average trot gait but have excellent manners and expression with ears forward and appearing bright but relaxed and calm.
- f. Very Good Trot - This is a horse that appears very comfortable to ride, always has a consistent rhythmic cadenced two beat gait, is guiding well and has a relaxed and level top line. He has a good forward stride with balance and impulsion. Compared to the excellent horse he may not have as much stride as he may not have the degree of drive off the hindquarters or as much reach with his shoulders. He may bend his knees or flex his pasterns a little but he is still obviously soft, smooth and relaxed. He has an attentive and calm appearance with a pleasant expression and maintains light bit contact.
- g. Excellent Trot - This horse's motions seem effortless and efficient. He utilizes his top line by rounding his back and driving evenly off his hind legs creating impulsion and suspension while still remaining soft and controlled. He takes long ground covering steps with deliberate full strides and stays close to the ground. He reaches from his shoulder and is flat with his knee and extends his leg forward and seems to enter the ground toe first, even though it actually lands flat. His drive from his hocks allows his hind leg to step into or in front of where his front foot left the ground using full extension of the stride. This horse is balanced, has a level top line and has an even rhythm and cadence. He has excellent manners and great expression appearing relaxed and happy, soft in his poll, jaw and mouth and is shown on light contact.

3. Extended Trot

- a. Poor Extended Trot - This horse never appears to lengthen his stride but just trots faster. He may also appear to be jarring and rough to ride.
- b. Average Extended Trot - Is a horse who when asked to extend, moves up in his pace and still appears smooth to post on.
- c. Good Extended Trot - Is a horse who when asked to extend has an obvious lengthening in his stride with a slight increase in his pace making him more versatile. This horse is still smooth but appears to have more length with less effort being exerted.

4. Canter

- a. Extremely Poor Canter - This is a horse that does not have a true three beat gait. He has no cadence, no rhythm, and no balance, appears out of sync and obviously is not comfortable to ride. This may also be a horse that is misbehaving and unwilling to perform the gait properly and therefore is not exhibiting acceptable motion.
- b. Very Poor Canter - This is a horse that may appear to have a three beat gait but lacks self carriage. He may be flat in that he has either not rounded his back, or failed to engage his hindquarters and therefore lacks drive, impulsion and suspension. He may be weak hocked causing him to pull himself forward with his front end or he may not be balancing off his hindquarters causing him to be heavy on his forehead. This horse may lack forward motion, smoothness of gait, or consistency of speed. He may not use his shoulders properly causing excessive knee action. He may be showing on loose reins and be strung out and lacking collection or be nervous and on the muscle causing a shortening or quickening of stride.
- c. Poor Canter - This is a horse with an average motion, exhibiting negative characteristics in his performance. For example, this horse may have an average canter but be lacking in expression or lack consistency in his top line.
- d. Correct Or Average Canter - This horse has a true three beat gait with a level top line, and a comfortable motion. This is the standard canter and a horse **MUST** have a true three beat gait to be considered "average" or any of the levels higher than "average". He is shown on light contact and is responsive to his rider and has a relaxed appearance with a pleasant expression.
- e. Good Canter - This is a horse with an average motion, exhibiting positive characteristics in his performance. For example, this may be a horse with an average canter gait but has great expression, consistency and lovely manners.
- f. Very Good Canter - This is a horse that has more style, drive, impulsion and suspension than the average horse. He has a strong but smooth drive from behind. He may bend his knee a little or not have quite the length of stride of the excellent horse, yet he still has a level top line and relaxed appearance, is correct and appears to be comfortable to ride. He has a pleasant expression and is responsive to his rider and shown with light bit contact.
- g. Excellent Canter - This is a horse that utilizes his top line by rounding his back, engaging his hindquarters to drive his hind legs deep underneath him creating impulsion and suspension in his motion. He has a strong, deep, forward stride behind and an equally forward, flat-kneed reach with his front legs. He appears effortless and totally in control of his motion with great self carriage. He creates energy yet stays soft and responsive to his rider. His weight is distributed properly onto his hindquarters and he moves with long, slow strides. He gives the appearance that, if asked, he could easily lengthen his stride and correctly perform a hand gallop. This horse has a great degree of suspension, impulsion and elasticity to his movement. He has great expression with ears forward and is consistent, relaxed and confident with light bit contact.

5. Hand Gallop - should be a definite lengthening of stride with noticeable difference in speed. Horses should be under control at all times and be able to pull-up (not a sliding stop). If asked to pull-up, after the halt, riders must relax the reins and the horse must stand quietly

Walk-Trot Equitation

1. The conditions of this class are the same as outlined under Hunt Seat Equitation with the exception that exhibitors will not be asked to canter but may be asked to extend the trot. Patterns may be used in walk-trot hunt seat equitation and walk-trot Western horsemanship.
2. The class will enter the arena as designated. In the line-up or on the rail, the judge may ask exhibitors to back up their horses to help him or her judge the extent of the exhibitor's equitation.
3. The exhibitor will be judged on his or her basic position in the saddle: hand position, leg position, and back position. Exhibitors will also be judged on their ability to govern, control, and properly exhibit the mount they are riding.
4. If the horse breaks into a canter for more than three consecutive strides, it shall be disqualified.
5. In equitation classes, for reasons of safety, exhibitors will not be required to mount and dismount.

Walk-Trot Hunt Seat Pleasure

1. Except as noted below, general Hunt Seat pleasure rules apply (except that the exhibitors will not be asked to canter but may be asked to extend the trot).
2. If the horse breaks into a canter for more than three consecutive strides, it shall be disqualified.

Hunter Under Saddle

The purpose of the hunter under saddle horse is to present or exhibit a horse with a bright, alert expression, whose gaits show potential of being a working hunter. Therefore, its gait must be free-flowing, ground covering, and athletic. Hunters under saddle should be suitable to purpose. Hunters should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits are major considerations. Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on, the vertical.

General Rules for Hunter Under Saddle

1. This class will be judged on performance, condition, and conformation. Maximum credit shall be given to the flowing, balanced, and willing horse.
2. Horses may show with a braided mane and tail.
3. Horses to be:
 - Shown under saddle, not to jump
 - Shown at a walk, trot, and canter both ways of the ring; should back easily and stand quietly
 - Hand galloped at the judge's discretion
 - Reversed to the inside away from the rail
4. Horses may be asked to change to canter from the flat-footed walk or trot, at the judge's discretion. They may also be asked to lengthen their stride at the walk, trot or canter, one or both ways of the ring. An extension is an obvious lengthening of the stride with a slight increase of pace while exerting less effort and appears smooth to ride.

Judging Hunter Under Saddle

1. Faults to be scored according to severity:
 - Quick, short, or vertical strides
 - Being on the wrong lead and/or wrong diagonal at the trot
 - Breaking gait
 - Excessive speed at any gait
 - Excessive slowness in any gait, loss of forward momentum
 - Failure to take the appropriate gait when called for
 - Head carried too high
 - Head carried too low (Poll should be level with or slightly above withers to allow proper impulsion from behind.)
 - Over flexing or straining neck in head carriage so the nose is carried behind the vertical
 - Excessive nosing out
 - Failure to maintain light contact with horse's mouth
 - Stumbling
 - A horse that appears sullen, dull, lethargic, emaciated, drawn, or overly tired
 - Consistently showing too far off the rail

Hunt Seat Equitation on the Flat

The purpose is to evaluate the ability of the hunter rider to perform various maneuvers on his or her horse, which provides a base for natural progression to over fence classes. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his or her effect on the horse. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Equitation is judged on the rider and his/her effect on the horse. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

General Rules for Hunt Seat Equitation on the Flat

1. Pattern. It is mandatory that the judge post the pattern at least one hour prior to commencement of the class. All patterns must include a walk, trot, canter, and back
2. Judging:
 - a. Exhibitors may be worked individually from the gate or they may all enter at once. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after the work.
 - b. Exhibitors to be judged on seat, hands, performance of mount, appointments of mount and rider, and suitability of mount to rider. Exhibitors should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should an emergency arise.
 - c. Exhibitors may be asked to work on the rail at the discretion of the judge. Rail work can be used to break ties and possibly adjust placings. Tests may be performed either collectively or individually.
 - d. Pattern work may include:
 - Execute serpentine at a trot and/or canter on correct lead, demonstrating simple or flying changes of lead.
 - Change leads down center of ring, demonstrating a simple or flying change of lead.

- Turns on the haunches.
- Walk, Sitting Trot, Extended Trot, Posting trot, Canter
- Circles
- Back
- Sidepass
- Demonstrate change of diagonal
- Hand gallop and halt.
- Figure 8 at walk and trot
- Turns on the forehand.
- Execute serpentine at a trot and/or canter on correct lead, demonstrating simple or flying changes of lead.
- Hand gallop and halt.
- Figure 8 at canter on correct lead, demonstrating simple change of lead. (This is a change where by the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.) Figures to be commenced in center of two circles so that one change of lead is shown.
- Disengage feet from irons. Ride without irons for a brief period of time. No more than one minute at the trotting pace. Engage feet in irons.

Hunt Seat Equitation Position

1. Hands/reins:
 - Hands should be over and in front on horse's withers, knuckles 30 degrees inside the vertical.
 - Hands are slightly apart, making a straight line from horse's mouth to exhibitor's elbow.
 - Method of holding reins is optional and the excess rein may fall on either side. However, all reins must be picked up at the same time.
2. Basic Position:
 - The eyes should be up and shoulders back.
 - Toes should be at an angle best suited to exhibitor's conformation; ankle flexed in, heels down, calf of leg in contact with horse and slightly behind girth.
 - Iron may be either on toe, ball of foot, or "home."
3. Position in Motion
 - THE WALK: Should be a four-beat gait with the rider in a vertical position with a following hand.
 - THE POSTING TROT: Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close his/her hip angle to allow his/her torso to follow the horizontal motion of the horse. The upper body should be inclined about 20 degrees in front of the vertical.
 - SITTING TROT AND CANTER: At the sitting trot, the upper body is only slightly in front of the vertical. At the canter, the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.

- **TWO-POINT POSITION:** The pelvis should be forward, but relaxed, lifting the rider's weight off the horse's back and transferring the weight through the rider's legs. In this position the two points of contact between horse and rider are the rider's legs. Hands should be forward, up the neck, not resting on the neck.
- **HAND GALLOP:** A three-beat, lengthened canter ridden in two-point position. The legs are on the horse's sides while the seat is held out of the saddle. When at the hand gallop, the rider's angulation will vary somewhat as the horse's stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

Proper Hands and Seat for Hunt Seat Equitation

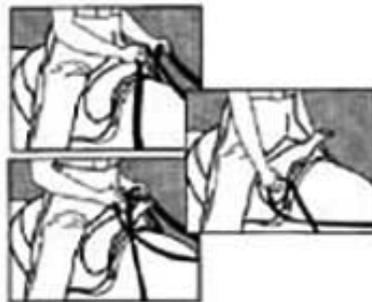


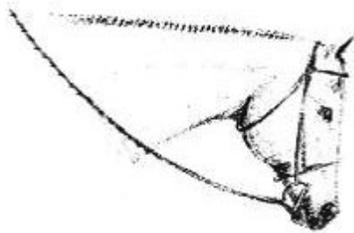
Examples of Proper Hand Positions for Hunter Under Saddle

Acceptable



Unacceptable





Examples of Proper Head Positions for Hunter Under Saddle

Judging and Scoring Hunt Seat Equitation on the Flat

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the equitation form and effectiveness of the exhibitor to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall equitation form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

1. Penalties: Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - a. One (1) points
 - Break of gait at the walk or trot up to 2 strides
 - Over or under turn from 1/8 to 1/4 turn
 - Tick or hit of cone
 - Obviously looking down to check leads or diagonals
 - b. Three (3) points
 - Not performing the specific gait or not stopping within 10 feet of designated location
 - Missing a diagonal up to 2 strides in the pattern or on the rail
 - Incorrect lead or break of gait at the canter (except when correcting an incorrect lead)
 - Complete loss of contact between rider's hand and the horse's mouth
 - Break of gait at walk or trot for more than 2 strides

- Loss of iron
 - Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- c. Five (5) points
- Loss of rein
 - Missing a diagonal for more than 2 strides in the pattern or on the rail
 - Use of either hand to instill fear or praise while on pattern or during rail work
 - Holding saddle with either hand
 - Spurring or use of the of crop in front of girth
 - Blatant disobedience including kicking, pawing, bucking, and rearing
2. Disqualifications (should not be placed)
- a. Failure by exhibitor to wear correct number in visible manner
 - b. Willful abuse
 - c. Excessive schooling or training
 - d. Fall by horse or rider
 - e. Illegal use of hands on reins
 - f. Use of prohibited equipment
3. Off pattern: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than $\frac{1}{4}$ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

Hunt Seat Equitation Over Fences

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

The purpose of this event should be to evaluate an exhibitor's correctness and ability over the fences. This class should be judged on the precision of riding ability while executing the jumps. The class objective is to judge the rider's ability over the fences, not the horse's ability. Only the effect the rider has on a horse is to be considered. How a rider elects to ride the course, the pace, and approach to the jumps are used to evaluate the rider's judgment and ability.

General Rules for Hunt Seat Equitation Over Fences

1. Position: Refer to Hunt Seat Equitation on the Flat
2. Course is to be posted one hour prior to the class.
3. Course diagrams must show with arrows the direction each obstacle must be taken.
4. Course requirements:
 - a. At least four obstacles are required and horses must jump a minimum of six fences.
 - b. At least one change of direction is required.
 - c. Minimum height of fences must be 2'6", with a maximum height of 3', except in novice and select classes where the maximum height is 2'9".

- d. It is recommended that show management offer this class prior to its corresponding working hunter class.
5. Jumps for Hunters and Jumpers will be made of 1 1/2" schedule 40 PVC piping or other suitable lightweight material with jump cups, not to include pegs, nails, bolts, etc.
 - a. The crossbar shall be made of PVC pipe with a minimum diameter of 2"
 - b. The height of the standard shall not exceed the height being jumped.
 - c. All jumps must be a minimum of five (5) feet wide.
 - d. Either a ground pole or ground line (i.e. brush box, wall, chicken coup) are required
 6. Class routine:
 - a. Course is to be posted one hour prior to the class.
 - b. Exhibitors are being judged as soon as they enter the arena. Exhibitors have the option of entering the arena at any gait (unless otherwise stated on the course), making transition to canter from halt, walk, or trot before approaching the first fence.
 - c. Each competitor may circle once before approaching the first obstacle, and then proceed around the course keeping an even pace throughout.
 - Rider must obtain correct lead to properly turn around end of arena before breaking into final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring.
 - Riders should leave the arena at a walk unless otherwise instructed.
 - Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.
 - The following will result in elimination:
 - Three accumulative refusals
 - Off course
 - d. If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off.
 - e. The following constitute major faults:
 - A refusal
 - Loss of stirrup
 - Trotting while on course when not part of a test
 - Loss of reins
 - Incorrect diagonal
 - f. Outside assistance will be penalized at the judge's discretion.
 - g. In cases of broken equipment or loss of shoe, competitors must continue or be eliminated.
 - h. An exhibitor may enter the class only one time.

Judging and Scoring Hunt Seat Equitation Over Fences

1. Judging. Horses shall be judged on manners, way of going and style of jumping. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to horses with correct jumping style.
2. Scoring: shall be from 0-100 and 70 shall be considered average. When using the breed numeric standard, each fence shall be scored in ½ point increments from -1½ to +1½ with -1½ denoting an extremely poor quality performance at a jump and +2 denoting excellent quality at a jump. "0" will be considered an "average," safe, correct jump.
3. Penalties

Penalty	Deduction
Tick of rail	½ point each
Rap of rail	1 point each
Swinging knees or hind	2 points
Loose lower leg	2 points
Gaping or pulling down in bridle	2 points
Weak departure	2-5 points
Hard rap on rail (nearly knocking off rail)	2-5 points
Add stride	5 points
Equitation – canter at trot fence	5 points per canter stride
Use of whip	10 points
Equitation – jump ahead/ left behind (evaluate danger)	10-20 points
Equitation – wrong diagonal to trot fence when one is obvious	10 points
Rail down	5-20 points
Trotting on course	20 points
Refusal	30 points
Bucking	30 points
Equitation – dropping a rein	30 points
Equitation – loss of stirrup	30 points

4. Raising score – Even stride; cadence; quality leading; attentive look; soft in bridle; quality shape; easy way of going
5. Lowering score – Uneven steps; crowding; launching; sour look; pulling; lack of quality over fence

Pony Hunter Hack

General class description: Hunter hack is to be shown at a walk, trot, and canter. Eight ponies, if available, but never more than eight at a time, are required to hand gallop one direction of the ring. Ponies are also required to jump two jumps set for their height category. To be judged on performance, manners, and soundness. In hunter hack classes, ponies are shown at a walk, trot, and canter both ways of the ring. Light contact with the pony's mouth is required. Ponies should be obedient, alert, responsive, and move freely. They should not be eliminated for slight errors. Judges may ask ponies to hand gallop collectively, one way of the ring. No more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound.

General rules for Pony Hunter Hack

1. Heights and spreads – The height and spread of obstacles at regular competitions are 2'3" for small, 2'6" for medium, and 3' for large ponies. (Green ponies to jump 2'3" for small, 2'6" for medium, and 2'9" for large.) Spread of jump may not exceed height and must be measured including flowers, brush, and ground lines.

2. Distances – The suggested distances for ins and outs are 20' for small, 22' for medium, and 24' for large ponies. The in and out distance must be adjusted for each height section. If the distance between fences is less than 72', the distance must be adjusted for each height section. In the line with an in and out, there must not be any other fences.
3. Judging – Manners and suitability of a pony for the rider are to be emphasized in all classes. Extreme speed is penalized. Suitability of a pony for a rider is determined by height and weight of the rider as related to the size of the pony. Judges must penalize but not necessarily eliminate an entry not having such manners and suitability.

Judging Pony Hunter Hack

1. All classes must be judged on performance and soundness and, when indicated, conformation, suitability, or manners.
2. Judges must penalize unsafe jumping and bad form over fences, whether touched or untouched.
3. The following faults are scored according to the judge's opinion:
 - Spooking
 - Knocking down of any part of an obstacle
 - Refusals
 - Bucking
 - Dangerous jumping
4. Elimination:
 - Three refusals
 - Off course
 - Jumping a fence before it is reset
 - Bolting from the ring
 - Fall of horse or rider
5. The following may or may not be considered as faults, depending on the severity:
 - Light rubs
 - Swapping leads in a line
 - Late lead changes
 - Excessive show of animation
 - Adding or eliminating a stride in a line

Horse Hunter Hack

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

General Rules for Horse Hunter Hack

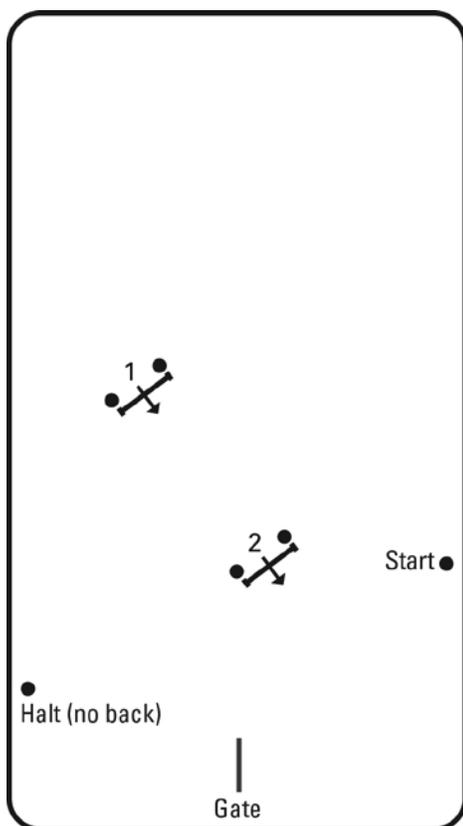
1. The purpose of hunter hack is to give horses an opportunity to show their expertise over low fences and on the flat. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners, and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
2. Horses are first required to jump two fences, 2'3" to 3' . However, if the jumps are set on a line, they are recommended to be in increments of 12' but adjusted to no less than two strides. A ground line is recommended for each jump.

3. Horses being considered for an award are then to be shown at a walk, trot, and canter both ways of the ring with light contact.
4. At the discretion of the judge, exhibitors may be asked to hand gallop, pull up or back, and stand quietly following the last fence.
5. When necessary to split large classes by running more than one go-round, finalists must both be rejumped and reworked on the flat.

Judging Horse Hunter Hack

1. Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.
2. Faults over fences will be scored as in working hunter class. Horses eliminated in over fence portion of the class shall be disqualified. Faults (to be scored accordingly, but not necessarily cause disqualification during the rail work) include:
 - Being on wrong lead and/or wrong diagonal at the trot
 - Excessive speed (any gait)
 - Excessive slowness (any gait)
 - Breaking gait
 - Failure to take gait when called
 - Head carried too low or too high
 - Nosing out or flexing behind the vertical
 - Opening mouth excessively
 - Stumbling
 - Head carried too low (such that the poll is below the withers consistently)
 - Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

Example of a Hunter Hack Pattern



Saddle Seat

General Rules for Saddle Seat

1. Appointments of Horse (English Saddle Seat)
 - The saddle should be flat, English-type with leather or web girth. Forward seat or Western saddles are prohibited.
 - Martingales or tie-downs are prohibited.
2. Appointments of Rider (English Saddle Seat)
 - Formal attire consists of dark colored riding habit and accessories or dark tuxedo type jacket and jodhpurs to match with top hat and gloves. A colored formal jacket with black jodhpurs and derby or top hat and gloves is acceptable.
 - Day coats are not acceptable for either informal or formal attire in equitation.
 - Spurs of the unroweled type that are blunt and round.
 - A slightly flexible whip up to seventy-two inches (72") in length, including lash is optional

3. Saddle Seat Bits

The type of bits used in the Saddle Seat Division will vary with the breeds that may be seen in the 4-H program. However, all animals should be shown with either a Pelham, single curb, or a Full Bridle (double bridle). Bits that are permitted by respective breed associations may be acceptable at the judge's discretion. A judge at his/her discretion can penalize a horse with non-conventional types of bits or nose bands.

- A pelham is a compromise between a snaffle and a double bridle. It is a good bit to start a less accomplished rider towards the use of two reins. The use of a bit converter (a U-shaped piece of leather that fastens between the snaffle ring and the curb ring at the end of the shank on the pelham) is not illegal, however, it is not considered correct amongst most judges, and therefore may be penalized. The mouthpiece of a pelham may be jointed, straight, or ported.
- A single curb is permitted with many breeds ridden Saddle Seat that do not have a natural trot, such as Walking Horses and other "easy gaited" breeds. Any single curb should always be worn with a curb chain or strap.
- A full or double bridle utilizes two bits (snaffle and curb) in the horse's mouth simultaneously. Either of the two bits should have a jointed (broken) mouthpiece and the other should have a straight (unbroken) mouthpiece. A bridoon, is the small snaffle fitted in the mouth above the curb or Weymouth bit and should generally be 1/4 inch longer than the Weymouth. It is usually quite thin, and may be an egg-butt or loose-ring type. The Weymouth or curb bit is fitted below the bridoon. The Weymouth should always be worn with a curb chain or strap and a lip strap, which encourages the curb chain to remain in place. The mouthpiece of the Weymouth may be a straight bar or ported.
- A gag bit with no shanks is not considered a standard Walking Horse bit and should not be used. Gag bits with shanks may be permitted if acceptable by respective breed associations and at the judge's discretion.

Gaits - Saddle Seat

1. Walk: The animated walk is a highly collected gait, exhibiting much "primp" at a slow, regulated speed, with good action and animation. It should have snap and easy control. It can either be a two-beat or a four-beat gait. It is performed with great style, elegance, and airiness of motion. A flat-footed walk is not to be penalized.
2. Trot: Highly collected, straight, two-beat gait.
3. Canter: Slow, lofty, and fluid, with definite three-beat cadence, consistent rate of speed.
4. Slow gait: Restrained four-beat gait, executed slowly but with true and distinct precision; lofty and brilliant; speed to be penalized. Not a slow rack.

5. Rack: Smooth and highly animated, performed with great action and speed, in a slightly unrestrained manner. Should be performed in an effortless manner from the slow gait.

Saddle Seat Equitation Position

1. General: Judges should note that the required equitation seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. In saddle seat equitation classes, riders should convey the impression of effective and easy control. To show a horse well, exhibitors should show themselves to their best advantage. Ring generalship must be taken into consideration by the judges. A complete picture of the whole is of major importance. An exhibitor is entitled to request only one time-out per class. A judge must order from the ring any unruly horse or one whose actions threaten to endanger the rider, other exhibitors, or their entries.
2. Hands: Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle, and should show sympathy, adaptability, and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries its head. The method of holding the reins is optional; however, both hands must be used and all reins must be picked up at one time. Bight of rein should be on the off side. According to tradition, the on side is the side on which you mount; therefore, the off side is the opposite side.
3. Basic position: To obtain proper position, riders should place themselves comfortably in the saddle and find their center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position, adjust leathers to fit. The rider should not be sliding off the back of the saddle nor should there be excessive space in the seat behind the rider's back. Irons should be placed under ball of foot (not toe nor "home") with even pressure on entire width of sole and center of iron. Foot position should be natural.
4. Position in Motion:
 - a. Walk - Slight motion in saddle.
 - b. Trot - Slight elevation in saddle when posting; hips under body, not mechanical up-and-down nor swinging forward and backward.
 - c. Canter - Close seat, going with horse, not rocking.
 - d. Slow Gait - Steady in saddle, no slap nor twist; legs straight down, intermittent calf pressure permissible; hands slightly raised, flexible contact, no sawing.
 - e. Rack - Seat smooth in saddle; legs down and slightly back, not thrust forward; hands low in motion with gait, not sawing but placement optional to individual rider and horse.

Judging Saddle Seat Equitation

1. Tests: Tests from which judges must choose are listed below. Tests may be performed either individually or collectively but no other tests may be used. Instructions must be publicly announced. All circles and turns must be performed on correct diagonals and leads. On left diagonal, rider should be out of saddle when horse's left front leg is in the air; on right diagonal, rider should be out of saddle when horse's right front leg is in the air. On left lead, horse's left leg reaches further than the right; on the right lead, horse's right leg reaches further than the left. All changes of lead must be a simple change whereby the horse is brought back into a halt or walk and restarted into the canter on the opposite lead.
 - a. Address reins - the process of laying down reins and picking up reins (only in line up).
 - b. Circle at a trot - when circling clockwise, rider should be on left diagonal; when circling counterclockwise, rider should be on right diagonal.

- c. Performance around the ring at a walk, trot, or canter using the correct leads and diagonals only.
- d. Change of diagonals on or off the rail - the judge must specify diagonal changes to be executed and the beginning diagonal.
- e. Execute serpentine at a trot – a series of left and right half circles off imaginary line where correct diagonals must be shown.
- f. Back for not more than eight steps.
- g. Figure 8 at trot demonstrating change of diagonals – unless specified, it may be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt.
- h. Circle at the canter – when circling clockwise, horse should be on right lead; when circling counterclockwise, horse should be on left lead.
- i. Execute serpentine at a canter.
- j. Figure 8 at canter – unless specified, it can be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt.
- k. Figures are commenced in center of two circles so that one lead change is shown.
- l. Canter a straight line, on or off the rail, with or without demonstrating simple change of lead - the judge must specify lead changes to be executed and the beginning lead.
- m. Ride without stirrups for a brief period of time, at any gait requested (for not more than one minute at the trotting phase) - riders may be asked to disengage or engage stirrups at a halt or walk or any gait requested by the judge.

WESTERN RIDING DIVISION

Western Appointments of Horse

1. The western bit, bridle and saddle should fit the horse and rider. In all Western classes, horses will be shown in a Western saddle and appropriate bridle, snaffle bit, or bosal for the duration of the class. A Western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle, and large skirts. Silver equipment will not count over a good working outfit.
2. Horses 5-years-old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit. A junior horse shown in a shankless bit or bosal must be ridden two-handed.
3. Horses six years old and older may only be shown in a curb bit, half-breed, or spade bit and must be ridden with one hand and an index finger only between the split reins. When a curb bit is used, a curb strap or curb chain is required, but must meet legal specifications shown on pages 46-47, be at least one-half inch in width, and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with string or cord. A broken strap or chain is not necessarily cause for disqualification.
4. Except for hackamore/snaffle bit classes or junior horses shown with hackamore/snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted. In trail, it is permissible to change hands to work an obstacle. Violation of this rule is an automatic disqualification.
5. Junior horses competing in junior western pleasure, western horsemanship, reining, and trail that are shown with a hackamore or snaffle bit may be ridden with one or two hands on the reins. The tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins except in reining. Closed reins (example mecate) may not be used with a snaffle bit, except in reining, where a mecate is permitted.

6. Split reins:
 - a. One hand is to be used on the reins and the hand must not be changed.
 - b. The hand is to be around the reins.
 - c. Index finger only between split reins is permitted.
 - d. When riding a junior horse, the tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins, except in reining.
7. Closed reins (example mecate) may not be used with a snaffle bit except in reining, where a mecate is permitted.
8. In trail, it is permissible to change hands to work an obstacle.
9. Romal reins: Romal is defined as an extension of braided material attached to closed reins. This extension shall be carried in the free hand with a minimum of 16-inch spacing between the reining hand and the free hand holding the romal.
 - a. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top, and the fingers closed lightly around the reins.
 - b. When using a romal, no fingers between the reins are allowed.
 - c. The free hand may be used to adjust the rider's length of rein in any class listed.
 - d. The only exception to the above is reining. The free hand may not be used to adjust the rider's length of rein.
 - e. The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.
10. Spurs used forward of the front cinch shall be cause for disqualification.
11. While horse is in motion, rider's hands shall be clear of saddle.

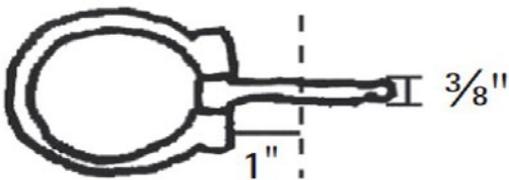
Western Appointments of Rider

1. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind including, but not limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.
2. Dark blue jeans without holes must be worn. A belt is required.
3. Western boots must be worn. (Fashion heels are prohibited.)
4. Spurs are permissible. Spurs must be dull and the rowels free-moving.
5. Chaps, ball caps, tank tops, T-shirts, or jersey-type shirts ARE NOT to be worn.
6. Failure to wear appropriate attire will result in dropping of a ribbon group.
7. Each exhibitor shall be identified by a number pinned on his or her back (halter, driving, in-hand, bareback, and showmanship classes) or duplicate numbers, one on each side of the saddle blanket (all riding classes). Any exhibitor failing to display a number or displaying the wrong number will be disqualified.

Western Bosal and Snaffle Bit

1. Junior horses competing in western pleasure, western horsemanship, reining, and trail that are shown with a hackamore or snaffle bit may be ridden with one or two hands on the reins. The tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins except in reining. Closed reins (example mecate) may not be used with a snaffle bit, except in reining, where a mecate is permitted.
2. The snaffle bit is a direct pressure bit. Direct pressure means if you use two ounces of pressure on the reins, the horse feels two ounces of pressure on his/her mouth or nose from the bit.
3. Snaffle bits in Western classes mean the conventional O-ring, egg-butt or D-ring with a ring no larger than 4" in diameter
4. The inside circumference of the ring must be free of rein, curb or headstall attachments, which would provide leverage.
5. An optional loose chin strap may be used (leather or nylon only). Reins to be attached above the chin strap.
6. The mouthpiece should be round, oval, or egg-shaped, smooth and unwrapped metal. It may be inlaid but must be smooth or latex wrapped.
7. The mouthpiece must be a minimum of 5/16" in diameter when measured 1" from the cheekpiece, with a gradual decrease to the center of the snaffle.
8. The mouthpiece may be two or three pieces, which lie flat in the horse's mouth. A three-piece, connecting ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" measured top to bottom, with a maximum length of 2", which lies flat in the horse's mouth, is acceptable.

How to measure a snaffle bit



Diameter of bit is measured at the rings or cheeks of the mouthpiece



LEGAL SNAFFLE BITS

D ring snaffle



Loose ring snaffle



Egg butt snaffle



Single Jointed



Myler mullen barrel – loose ring or eggbutt



Snaffle bit with double jointed mouthpiece is permitted



Myler comfort snaffle – legal



Double jointed with rotating middle piece



Center Mounted Snaffle



Double jointed



French link is permitted



Dr. Bristol



UNACCEPTABLE SNAFFLE BITS

Illegal snaffle. Snaffle is not "rounded" is too narrow, and its rings are too small.



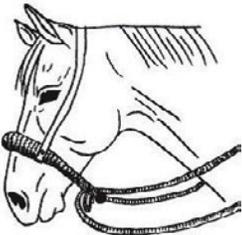
This snaffle is illegal because it has "full cheeks"



Illegal snaffle. Snaffle is not single, not smooth, not center-jointed and not 3/4 in diameter. Single twisted wire is also illegal.



Hackamore (Bosal)



The Western horse, provided it is considered a junior horse (5 yrs. and under) may also be ridden with a hackamore (bosal). Hackamore means the use of a flexible, braided rawhide, leather or rope bosal, the core of which must be flexible. A hackamore must use a complete mecate rein, which must include a tie-rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. The so-called mechanical hackamores are not permitted in any classes except the Gymkhana classes.

Smooth electrical tape is LEGAL.



"Pencil" bosal –legal for schooling when used with a bit as a cavesson. ILLEGAL in judged classes.



Hackamore (Non-mechanical or bosal)



Latex or bandage material wrap is ILLEGAL



Sheepskin wrap is ILLEGAL



Western Curb Bits

The curb bit is considered a leverage bit. The bit works in conjunction with a curb chain, consisting of a straight mouthpiece attached at either end to long metal cheeks or shanks. All curb bits act on the nose, bars, lips, chin groove and tongue. Curbs with long shanks also act on the poll, and those with high ports act on the roof of the mouth. The action on the chin groove is via the curb chain, which acts as a fulcrum and without which the curb bit would only act as a snaffle. A curb bit works by leverage on the lower jaw, applying pressure on the chin groove by means of the chain. The longer the lower section of the metal mouthpiece, the greater the pressure applied to the lower jaw.

1. Mouthpiece

- a. A curb bit has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device.
- b. The mouthpiece must be round, oval or egg shaped, smooth and unwrapped metal, 5/16" to 3/4" in diameter, when measured 1" from the cheek piece or shank.
- c. The mouthpiece may be two or three pieces, which lie flat in the horse's mouth. A three-piece, connecting ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" measured from top to bottom with a maximum length of 2", which lies flat in the horse's mouth, is acceptable.
- d. Nothing may protrude below the mouthpiece, such as extensions or prongs (including upward prongs) on solid mouthpieces.
- e. Port Height - Upward curve centered on an unjointed mouthpiece; included to provide tongue space or discourage the tongue from getting over the bit; ranges from a slight undulation in the outline to an extension measuring an inch or above. The port must not exceed 3 1/2" in height, with rollers and covers being acceptable. Broken mouthpieces, half-breeds and spades are permitted.
- f. Slip or gag bits, and donut and flat polo mouthpieces are not acceptable except in timed classes

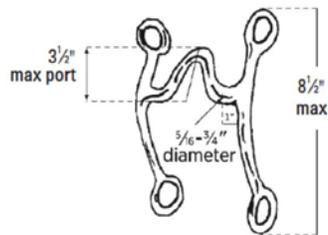
2. Shank

- a. Shank Length - The shank length increases the leverage action of the bit. The shorter the shank, the less severe the bit. Shanks may be fixed or loose, and the maximum length should not exceed 8 1/2 inches.
- b. Shank Bend - A suitable bit's shanks will bend back towards the horse's body, decreasing the severity of the leverage.

3. Curb Strap

- a. A curb bit must be used with a curb strap or curb chain properly attached so as to make contact with horse's chin (includes Tom Thumb bits). A general suggestion is that two fingers will fit between the curb chain and the animal's chin. Also make sure that there are no knotted or twisted materials underneath the animal's jaw.
- b. The curb strap or chain must be at least one-half inch in width, lie flat against the horse's jaw, and meet the approval of the judge. A broken strap or chain is not necessarily cause for disqualification.

LEGAL CURB BITS



How to measure a curb bit



The mouthpiece will consist of a metal bar 5/16" to 3/4" in diameter, as measured 1" in from the shank



Example of a curb bit



Jointed with ring – LEGAL



Jointed with bar – LEGAL



The Tom Thumb or "Cowboy Snaffle" is considered a curb bit due to the shanks or leverage



Rollers attached to the center of the bit are acceptable and may extend below the bar.



This style of curb bit is legal for use in the Western division as long as the shank length and mouthpiece meet the rule requirements.



Nothing may protrude above or below the mouthpiece (bar) such as extensions, prongs, or rivets designed to intimidate the horse. The very short, smooth, rounded rivets used to join the mouthpiece together and extend a tiny bit below the bar of the bit will not intimidate a horse. Note: this mouthpiece is LEGAL



This bit is often referred to as the Mickey Mouse bit. The port on this bit meets all of the requirements to be legal. The two balls at the top of the port do not violate the "no prongs" rule. The "no prongs" rule addresses prongs above or below the mouthpiece (bar) designed to intimidate the horse. This bit is legal



This is a swivel mouthpiece bit. The port on this bit stays still when the reins are pulled. This bit is effective on horses who "gap." This bit has allowed some older horses with mouth problems to continue showing. Swivel mouthpiece – LEGAL



Spade-LEGAL style and length



The port must be no higher than 3 1/2" maximum with roller(s) and covers acceptable. Jointed mouthpieces, half breeds, and spade bits are standard.

CURB STRAPS

Curb chains and leather chin straps may be used but must be flat and at least 1/2" in width and lie flat against the jaws of the horse.

Attachment of curb strap below where reins would be attached – LEGAL



LEGAL curb chains, 1/2" or wider.



ILLEGAL – not 1/2" in width. The narrower a chain, the more severe it is. A narrow chain has a higher probability of cutting the horse



ILLEGAL – has round bar welded on the inside of the chain. The bar is narrow and stiff and makes the chain too severe.



ILLEGAL – has bumps welded on the inside surface of the chain. The "bumps" cause the chain to be too severe.



Braided leather (rawhide) – too narrow and too rough - ILLEGAL



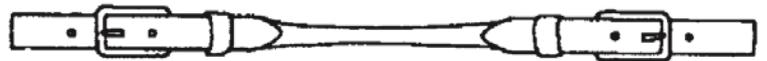
Round leather – too narrow at chin, not flat -ILLEGAL



Chin strap has tacks on the inside – ILLEGAL.



Round leather – too narrow all across, not flat – ILLEGAL



Round braided leather – wide enough but rough and not flat – ILLEGAL



Chin strap has a metal bar sewn inside, making it stiff under the chin– ILLEGAL



Western Optional Equipment

1. Hobbles attached to saddle.
2. Protective boots, leg wraps, and bandages are allowed in reining. (Slip on/easy care horse boots or related footwear are not considered to be protective boots and are permissible to be worn in all classes.)
3. Spurs; not to be used forward of the cinch.
4. Tie-downs for speed events
5. Running martingales for speed events

Western Prohibited Equipment

1. Protective boots, leg wraps, and bandages are prohibited in Western pleasure, trail, halter, and showmanship.
2. Wire curb straps, regardless of how padded or covered.
3. Any curb strap narrower than one-half inch.
4. Nosebands and tie-downs, except for speed events. However, these cannot have any bare metal in contact with the horse's head. Chain, wire, or metal tie-down or bonnets are prohibited, regardless of how padded or wrapped.
5. Tie-downs may not have a built-in cavesson or noseband. Cavesson or noseband of any kind may not be used during competition.
6. Belly Bands, saw tooth bits; hock hobbles; tack collars; tack curb straps or tack hackamores; whips used for showmanship; war bridles or like devices; riding in a curb bit without a curb strap; wire or solid metal curb straps no matter how padded; wire cavesson; wire or cable tie-downs; bumper bits; metal bosals (no matter how padded); chambons; headstalls made of metal (no matter how wrapped or padded), twisted rawhide, or rope may not be used on a horse's head (3/8 inch rope may be used with a slip/ gag bit or a bonnet); running martingales used with curb bits used without rein stops; draw reins attached between or around the front legs will not be allowed
7. Martingales and draw reins, except for speed events
8. Fenders may not be connected by string or any other material

Gaits – Western Classes

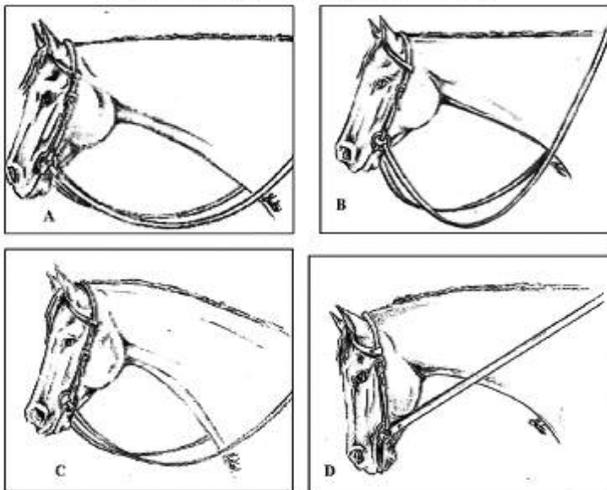
The following terminology shall apply in all Western classes:

1. The **back-up**:
 - a. Poor back-up— resistant and heavy in front; horses may gap their mouth and throw their head or back crooked.
 - b. Average back-up—backs straight and quietly with light contact and without hesitation.
 - c. Good back-up— displays balanced and smooth flowing movements; backs straight with self-carriage without gapping the mouth with light contact and without hesitation.
2. **Walk**: The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
 - a. Poor walk - uneven pace and no cadence; has no flow and may appear intimidated or appear to march.
 - b. Average walk - has a four-beat gait, level top line, and is relaxed.
 - c. Good walk - has a flowing four-beat gait, level top line, relaxed, and is bright and attentive.

3. **Jog:** The jog is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced, and with straight, forward movement of the feet. Horses walking with their back feet and trotting in the front are not considered performing the required gait. When asked to extend the jog, it moves out with the same smooth way of going.
- Extremely poor jog – cannot perform a two-beat gait and has no flow or balance in the motion.
 - Very poor jog – hesitates in the motion; does not keep an even and balanced motion or a level top line; may appear to shuffle.
 - Poor jog – average motion but has negative characteristics such as walking with the hind legs, dragging the rear toes, or taking an uneven length of stride with the front and rear legs.
 - Correct or average jog – has a two-beat gait, a level top line, and a relaxed appearance.
 - Good jog – has an average motion with positive characteristics such as balance and self-carriage while taking the same length of stride with the front and rear legs.
 - Very good jog – is comfortable to ride while having a consistent two-beat gait; the horse guides well, appears relaxed, and has a level top line.
 - Excellent jog – effortless and very efficient motion. Swings the legs yet touches the ground softly. Confident, yet soft with its motion while being balanced and under control. Moves flat with the knee and hock and has some cushion in the pattern. Has a bright and alert expression and exhibits more lift and self-carriage than the “very good jog.”
4. **Extended jog:**
- Poor extended jog – never lengthens the stride and may appear rough to ride.
 - Average extended jog – moves up in its pace and appears smooth to ride.
 - Good extended jog – has an obvious lengthening of stride with a slight increase in pace while exerting less effort and appears smooth to ride.
5. **Lope:** The lope is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. It should be ridden at a speed that is a natural way of going. The head should be carried at an angle that is natural and suitable to the horse’s conformation at all gaits.
- Extremely poor lope - does not have a three-beat gait. Has no flow, rhythm, or balance. Uncomfortable to ride.
 - Very poor lope - appears to have a three-beat lope but has no lift or self-carriage. The horse shuffles, has no flow and bobs its head, giving the appearance of exerting a great deal of effort to perform the gait. Also may appear uncomfortable to ride.
 - Poor lope - has an average motion but exhibits negative characteristics like head bobbing, not completing the stride with the front leg, and leaving the outside hock well behind the horse’s buttocks.
 - Average lope - has a true three-beat gait with a level top line and very little head and neck motion. This horse is relatively straight (not over-canted), guides well, and has a relaxed appearance.
 - Good lope – has an average motion but exhibits positive characteristics in its performance like self-carriage, a steady top line, relaxed appearance, and is responsive to the rider’s aids.

- f. Very good lope – has more lift and flow than the average horse. The horse has a strong but smooth drive from behind. It may bend its knee slightly yet still has a level top line while exhibiting self-carriage with a relaxed appearance. Appears comfortable to ride.
 - g. Excellent lope – has a round back with an effortless strong, deep stride with the rear legs and a flat swing with the front legs. It keeps a level top line, a relaxed yet alert and confident appearance, and is correct but soft. A special horse with a great degree of lift and self-carriage.
6. **Evaluation:** There will be an order of priority for evaluating western gaits. This hierarchy of consideration must be adhered to by judges and will be a great aid to exhibitors for how their horses should be presented. Following are the requirements in order of importance.
- a. Correctness-Concerning correctness, which is the most important element of the hierarchy, judges must assess if the exhibitor has performed each gait correctly as defined during all or the majority of all of the class in order to have a correct or positive evaluation. For western gaits, this includes a four-beat walk, two-beat jog and three-beat lope. The distinctness of the designated cadence for the gait being performed is essential.
 - b. Quality-Concerning quality, which is the second most important element in the hierarchy, and can only be considered positively if the gait performance has complied with the first element of correctness. When evaluating the pleasing characteristics of a gait, among many considerations, judges must consider overall gracefulness, relaxed expression, topline, softness of movement, consistency and length of stride of the designated gait.
 - c. Degree of Difficulty-Concerning degree of difficulty, this is the least important and last element of the hierarchy. This element must only be considered if the requirement for correctness has been met and combination of correctness and quality allow the performance to be considered for placement. Difficulty is greatly influenced by exhibiting a pleasure horse at a pace and speed that allows for correctness and best quality of a gait for that individual. A performance of a walk that is ground covering and free flowing has a high degree of difficulty. A jog or lope that is performed with a slow rhythm without sacrificing correctness or quality has a high degree of difficulty. Slowness that sacrifices correctness or negatively impacts quality shall be considered incorrect and a poor performance at best.

Examples of head and rein positions



- a. Proper head and rein position.
- b. Acceptable: should be rewarded if head carriage is normal.
- c. Not acceptable: head in improper position – should be severely penalized.
- d. Not acceptable: reins too tight – straight line from bit to hands – should be severely penalized.

Walk-Trot Horsemanship

1. The conditions of this class are the same as outlined under Western horsemanship with the exception that exhibitors will not be asked to lope but may be asked to extend the jog or trot. Patterns may be used in walk-trot hunt seat equitation and walk-trot Western horsemanship.
2. The class will enter the arena as designated. In the line-up or on the rail, the judge may ask exhibitors to back up their horses to help him or her judge the extent of the exhibitor's horsemanship.
3. The exhibitor will be judged on his or her basic position in the saddle: hand position, leg position, and back position. Exhibitors will also be judged on their ability to govern, control, and properly exhibit the mount they are riding.
4. If the horse breaks into a lope for more than three consecutive strides, it shall be disqualified.
5. In equitation classes, for reasons of safety, exhibitors will not be required to mount and dismount.

Walk-Trot Western Pleasure

1. Except as noted below, general Western pleasure rules apply (except that the exhibitors will not be asked to lope but may be asked to extend the jog).
2. If the horse breaks into a lope for more than three consecutive strides, it shall be disqualified.

Bareback Horsemanship/Equitation

Emphasis will be put on the use and position of the seat, legs, and hands, as well as being able to adequately cue the horse.

General Rules for Bareback Horsemanship/Equitation

1. **Rider's Position** – Riders should establish and maintain a seat that is thoroughly efficient and comfortable for riding the type of horse called for, at any gait and for any length of time. The method of holding the reins should be consistent with the type of equipment being used.
2. **Seat:** The rider's body should always appear comfortable, relaxed, and flexible. The leg position should allow the heels to be lower than the toes. The rider should sit the horse at the jog or second gait and not post, even if an extended trot is called for. At the lope or third gait, he or she should be close to the horse. All movements of the horse should be governed by the use of undetectable aids.
3. **Appointments of horse and rider:** See the Western Appointments section on pages 41-48.
4. Saddles and pads are not permitted.
5. If entries warrant, the class should be split for English and Western riders. If not divided, English riders should have the option to either do a sitting or posting trot.
6. Exhibitors may be worked individually from the gate or they may all enter at once. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after the work.
7. Exhibitors shall not be asked to mount or dismount.
8. **Horse's performance:** The rider must have the horse walk, jog (or second gait), lope (or third gait), reverse either way, and pass on the inside. The rider should be able to perform other routines. If a horse and rider are traveling in a proper manner, they should not be penalized for safely passing another horse.
9. **Optional test for individual performance:** Riders should be able to perform not only the ring routine but also should be able to perform whatever additional tests the judge may deem advisable. It is recommended that judges ask for at least two additional tests of the top award contenders. Instructions should be publicly announced.

Judging and Scoring Bareback Horsemanship/Equitation

1. Tests that the judge may ask for include:
 - Individual performance on the rail.
 - Figure 8 at the jog.
 - Lope and stop.
 - Figure 8 at a lope on correct lead demonstrating simple change of lead (a change whereby the horse is brought back into a walk or jog and restarted into a canter on the opposite lead). Figures commence in the center of the ring.
 - Change of leads down the center of the ring demonstrating a simple or flying lead change.
 - Figure 8 at a lope demonstrating a flying lead change.
 - Ride a serpentine course demonstrating flying change of lead at each change or direction.
 - Any pattern that uses a combination of any of the above.
2. **Penalties:** Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - a. One (1) point
 - Break of gait at the walk or jog up to 2 strides
 - Over or under turn from 1/8 to 1/4 turn
 - Tick or hit of cone
 - Obviously looking down to check leads
 - b. Three (3) points
 - Not performing the specific gait or not stopping within 10 feet of designated location
 - Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
 - Break of gait at walk or jog for more than 2 strides
 - Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
 - c. Five (5) points
 - Loss of rein
 - Use of either hand to instill fear or praise while on pattern or during rail work
 - Blatant disobedience including kicking, pawing, bucking, and rearing
3. **Disqualifications** (should not be placed) including:
 - Failure to display correct number
 - Abuse of horse or schooling
 - Fall by horse or exhibitor
 - Use of prohibited equipment
4. **Off pattern:** Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

Bareback Western Pleasure

The class should follow the same procedure as the Western pleasure class. No saddle, "bareback" pads, cinches, or surcingles may be used. Other tack requirements are the same as for Western pleasure, and the rider must be properly attired. The judge will not ask exhibitors to dismount. Horses will be required to back in a straight line.

Judging and Scoring Bareback Western Pleasure

1. **Scoring procedure:** This class will be judged on the performance, condition, and conformation of the horse.
2. **Penalties:** Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - a. One (1) point
 - Break of gait at the walk or jog up to 2 strides
 - Over or under turn from 1/8 to 1/4 turn
 - Tick or hit of cone
 - Obviously looking down to check leads
 - b. Three (3) points
 - Not performing the specific gait or not stopping within 10 feet of designated location
 - Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
 - Break of gait at walk or jog for more than 2 strides
 - Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
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 - Failure to display correct number
 - Abuse of horse or schooling
 - Fall by horse or exhibitor
 - Use of prohibited equipment
4. **Off pattern:** Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

Western Disciplined Rail

General Rules for Western Disciplined Rail

1. This class is to show the ability of a highly trained Western horse/pony. Appointments shall follow those of pleasure classes.

2. Judge shall work the horses adequately but must not overwork the entries. This is not a game or a fault and out class, and shall not be judged on an elimination basis. Final judging shall be on the basis of the best overall disciplined rail performance. At all times, the safety of the horses or ponies and exhibitors are the first concern.
3. Disciplined rail classes must be restricted to either Western or English equipment.

Class Routine and Judging Western Disciplined Rail

1. The class routine shall be to perform work on the rail, and may include, but is not limited to:
 - A short walk, jog, or slow lope
 - A hand gallop (no more than eight horses at a time, twice around the ring)
 - Flying changes of lead each way of the ring
 - Starting into a lope from a halt
 - Sliding stop
 - Starting and traveling on the counter lope
 - Sidepass both left and right (once each way)
 - Turn on forehand and turn on hind quarter (once each way)
 - Dismount and mount from either side
 - Stand quietly
 - Judge may ask for additional safe work
2. To be judged on performance, manners, and conformation

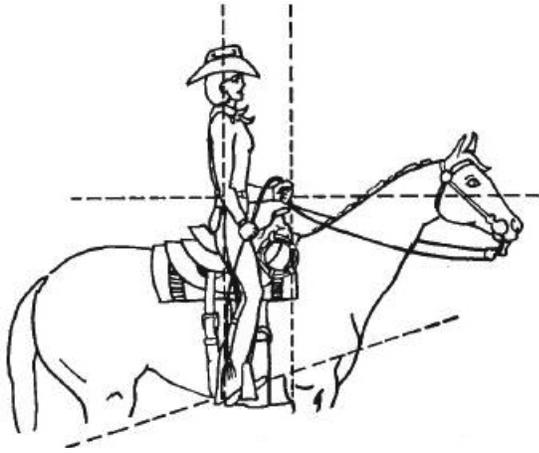
Western Horsemanship

General Rules for Western Horsemanship

1. **Purpose:** The Western horsemanship class is designed to evaluate the rider's ability to execute, in concert with his or her 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 ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues. The horse's head and neck should be carried in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
2. **Pattern:** It is mandatory that the judge post any pattern(s) to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the pattern may be posted. Pattern(s) should be designed to test the horseman's ability. All ties will be broken at the judge's discretion.
3. **Class procedures:** Exhibitors may be worked individually from the gate or they may all enter at once. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after the work. The following maneuvers are acceptable in a pattern: walk, jog, trot, extended trot, lope or extended lope in a straight line, curved line, serpentine, circle or Figure 8, or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two-track, or leg-yield; flying or simple change of lead; counter-canter; or any other maneuver; or ride without stirrups. A back should be asked for during the class. Judges should not ask exhibitors to mount or dismount.

Presentation of Exhibitor and Horse

1. **Overall presentation of exhibitor and horse:** The exhibitor's overall poise, confidence, appearance, and position throughout the class as well as the physical appearance of the horse will be evaluated.



- a. Presentation of exhibitor: Appropriate Western attire must be worn. Clothes and person are to be neat and clean.
- b. Position of exhibitor:
 - The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the rail work and pattern, the exhibitor should have strong, secure, and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits.
 - The rider should sit in the center of the saddle and the horse's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The rider's back should be flat, relaxed, and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level, and square. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and horse.
 - **From the knee to mid-calf:** The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalized. Those exhibitors that can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the handheld at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.
 - The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the horse's head or shoulder will be penalized.

- Exhibitors 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.
- REINS. Except in classes where noted, reins will be held in one hand and cannot be changed during performance. One hand to be around reins when romal type reins are used. When using a shank bit with split reins or a snaffle bit with one hand, only one finger permitted between the reins. In all western classes, excess rein(s) may be straightened or disentangled anytime during the class, provided the rider's free hand used to straighten or disentangle remains behind the rein hand. Any attempt to alter tension or length of the reins from the bridle to rein hand is to be considered use of two hands and a penalty score of zero or disqualification will be applied

Acceptable Hand Positions on a JUNIOR HORSE WITH A BOSAL OR SHANKLESS BIT



Unacceptable Hand Positions on a JUNIOR HORSE WITH A BOSAL OR SHANKLESS BIT



Acceptable for reining only



From Paint Horse rule book

c. 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 that 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.

Pattern Performance

1. 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 the pattern sluggishly and allow their horse to move without adequate impulsion, collection, or cadence will be penalized.
2. The horse should perform all maneuvers in the pattern 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 the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or willful abuse by the exhibitor is cause for disqualification.

3. The horse should track straight, freely, and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The horse's head and neck should be straight and in line with its body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size, and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern.
4. 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.
5. Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.
6. The horse should step across with the front and hind legs when performing the sidepass, leg-yield, and two-track. The sidepass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse's body arched opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.
7. A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.
8. Position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.

Judging and Scoring Western Horsemanship

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

1. **Scoring:** Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.
2. **Penalties:** Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - a. One (1) point
 - Break of gait at the walk or jog up to 2 strides
 - Over or under turn from 1/8 to 1/4 turn
 - Tick or hit of cone

- Obviously looking down to check leads
- b. Three (3) points
- Not performing the specific gait or not stopping within 10 feet of designated location
 - Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
 - Break of gait at walk or jog for more than 2 strides
 - Loss of stirrup
 - Bottom of boot not touching pad of stirrup at all gaits including backup
 - Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- c. Five (5) points
- Loss of rein
 - Use of either hand to instill fear or praise while on pattern or during rail work
 - Holding saddle with either hand
 - Cueing with the end of the romal
 - Blatant disobedience including kicking, pawing, bucking, and rearing
 - Spurring in front of the cinch
3. **Disqualifications** (should not be placed) including:
- Failure to display correct number
 - Abuse of horse or schooling
 - Fall by horse or exhibitor
 - Illegal equipment or illegal use of hands on reins
 - Use of prohibited equipment
4. **Off pattern:** Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

Western Pleasure

General Rules for Western Pleasure

1. HORSES SIX YEARS AND OLDER MUST BE SHOWN IN A CURB BIT. HORSES FIVE YEARS OLD AND YOUNGER MAY BE SHOWN IN EITHER A BIT, BOSAL, OR SNAFFLE BIT.
2. A good pleasure horse has a free-flowing stride of reasonable length in keeping with his conformation. The horse should cover a reasonable amount of ground with little effort. Ideally, it should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits is a major consideration. The horse should carry its head and neck in a relaxed, natural position, with its poll level with or slightly above the level of the withers. The horse should not carry its head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Its head should be level with its nose slightly in front of the vertical, having a bright expression with ears alert.

The horse should be shown on a reasonably loose rein, but with light contact and control. It should be responsive, yet smooth, in transitions when called for. When asked to extend, the horse should

move out with the same flowing motion. Maximum credit should be given to the flowing, balanced, and willing horse that gives the appearance of being fit and a pleasure to ride.

3. This class will be judged on the performance, condition, and conformation of the horse.
4. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to lengthen their stride at the walk or lope, one or both ways of the ring. A moderated extension of the jog is a definite two-beat lengthening of stride, covering more ground. Cadenced and balanced with smoothness is more essential than speed. Riders should sit at the moderated extension of the jog. Horses are required to back easily and stand quietly. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm.
5. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.
6. Rider shall not be required to dismount except in the event the judge wishes to check equipment.
7. Horses are to be shown at a walk, jog, and lope on a reasonably loose rein or light contact without undue restraint.

Judging Western Pleasure - Faults

1. Faults to be scored according to severity:
 - Excessive speed (any gait)
 - Being on the wrong lead
 - Breaking gait (including not walking when called for)
 - Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
 - Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
 - Touching horse or saddle with free hand
 - Head carried too high
 - Head carried too low (tip of ear below the withers)
 - Overflexing or straining neck in head carriage so the nose is carried behind the vertical
 - Excessive nosing out
 - Opening mouth excessively
 - Stumbling
 - Use of spurs forward of the cinch
 - If a horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired
 - Quick, choppy, or pony-strided
 - If reins are draped to the point that light contact is not maintained
 - Overly canted at the lope (when the outside hind foot is further to the inside of the arena than the inside front foot)
2. Faults that will be cause for disqualification
 - Head carried too low and/or clearly behind the vertical excessively and consistently while the horse is in motion, or otherwise showing the appearance of intimidation

Trail

General Rules for Trail

1. This class is open to all 4-H club members riding Western, English, hunter horses, or mules.
2. Exhibitors in trail may use Western, Hunter, or Saddle Type tack and attire but may not be mixed.
3. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed.
4. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
5. Horses shall be penalized for any unnecessary delay while approaching the obstacles.
6. Horses with artificial appearance over obstacles should be penalized.
7. The course must be designed, however, to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
8. Except for junior horses shown with a bosal or snaffle bit, only one hand may be used on the reins, except it is permissible to change hands to work an obstacle.
9. While the horse is in motion, the rider's hands shall be clear of the horse and saddle.
10. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work and will be scored as a maneuver.
11. Tack and appointments used must meet the same requirements that apply to the same entry in its appropriate equitation division.
12. The course must be posted at least one hour before the scheduled time of the class.
13. Show management may choose to have more than one judge evaluate the horse's performance over the obstacles.
14. Each entry will be allowed a maximum of three attempts or two minutes (whichever is first) to complete each obstacle. Show management has the option to impose additional time restraints, if announced before the start of the class. If the obstacle has not been completed, the individual will be asked to move to the next obstacle.
15. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he or she deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

Trail Obstacles

1. The course is to include a minimum of five obstacles (three obstacles must be from the mandatory list and two selected from the optional list) to a maximum of eight obstacles. Care in preparing the course should be exercised to prevent direct advantage to either a small or large horse. Ingenuity

in adapting and combining various obstacles will lend itself to creating courses pleasing to both exhibitors and judges. The course should include a jog and a lope of suitable duration to determine the way of going. Management is encouraged to design courses that can be negotiated in 90 seconds.

2. Measurements are to be taken with an accurate measuring device, i.e. measuring tape, ruler, or yardstick.
3. Measurements are to be taken from the inside width of poles or obstacles.
4. If disrupted, the course shall be reset after each horse has worked. In the case that a combination of obstacles is used, the course cannot be reset until the exhibitor finishes the entire course regardless of where any disruption occurs.
5. Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, novice trail should be less difficult. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse should be the measuring point. Enough space must be provided for a horse to jog at least 30 feet and lope at least 50 feet for the judges to evaluate these gaits.

Mandatory Obstacles

1. Opening, passing through, and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider. If the gate has a metal, plastic, or wooden support bar under the opening, exhibitors must work the gate moving forward through it.
2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag, or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for obstacle walkovers, trot overs, and lope overs are shown on page 91.
3. Backing obstacle (Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.)
 - Back through and around at least three markers.
 - Back through L, V, U, straight, or similar-shaped course.
 - May be elevated no more than 24 inches.

Optional Obstacles (but not limited to)

- Water hazard (ditch or small pond). No metal or slick bottom-boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6 feet for jog.
- Carry object from one part of arena to another. (Only objects that reasonably might be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum width shall be 36 inches wide and at least 6 feet long). Bridge should be sturdy, safe, and negotiated at a walk only.
- Put on and remove slicker.
- Remove and replace materials from mailbox.
- Sidepass (may be elevated to 12 inches maximum).
- An obstacle consisting of four logs or rails, laid in a square. Minimum width of the square should be 6 feet. Each exhibitor will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
- Any other safe and negotiable obstacle that could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
- A combination of two or more of any obstacle is acceptable.

Unacceptable Obstacles

- Tires
- Animals
- Hides
- PVC pipe
- Dismounting
- Jumps
- Rocking or moving bridges
- Water box with floating or moving parts
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll
- Ground ties

Trail Obstacle Measurements for Miniatures, Ponies and Horses

	Miniature	Pony	Horse
1. Walk overs min. width	18-20"	20-24"	20-24"
Multiple pole min. width	20"	20"	20"
Single poles max. height	8"	12"	12"
Rolling poles are prohibited.			
2. Jog over min.	30"	3'-3'6"	3'-3'6"
Raised max. height	6"	8"	8"
3. Jog arounds or serpentes	6' min	6' min	6' min
4. Back through or arounds			
On ground min. width	24"	28"	28"
Elevated min. width	28"	30"	30"
Barrels min. width	30"	32"	32"
Lope over min.	6-7'	6-7'	6-7'
5. Sidepass min. width	24"	24"	24"
6. Circles turn around min.	22"	30"	30"
7. Serpentine	Jog arounds	Pylons 6' min. apart (base to base)	
	Guardrails	3-4' to either side of pylons	
	Walk arounds	Pylons 3' apart (base to base)min	
8. Gate	Approximately 60" high with latch available at that height		
9. Any other maneuvers	Calculate the wheel base of a horse as five (5') from front hooves to back hooves		

Judging and Scoring Trail

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

- Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2:
 - 1 1/2 extremely poor
 - 1 very poor, -1/2 poor

- c. 0 correct
- d. +1/2 good
- e. +1 very good
- f. +1 1/2 excellent

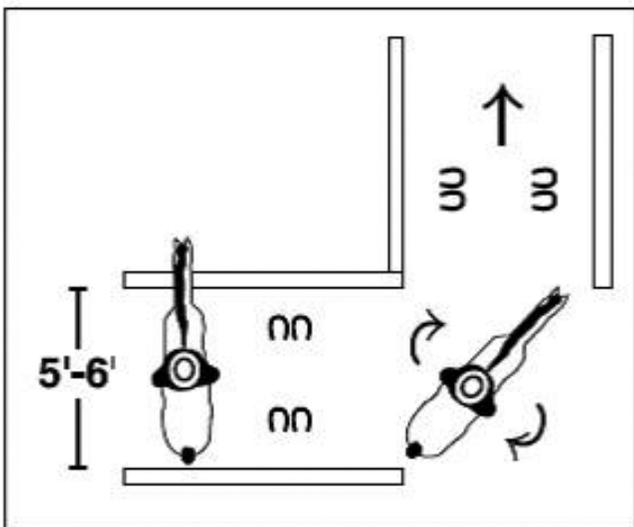
Obstacle scores are to be determined and assessed independently of penalty points.

2. Penalties should be assessed per occurrence as follows:

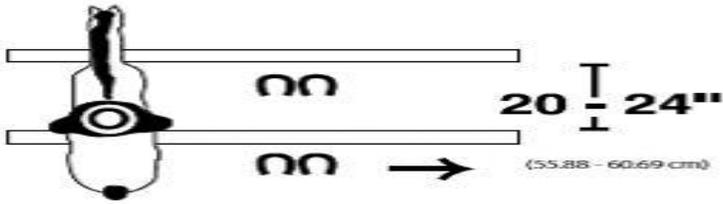
- a. One-half (1/2) Point
 - Each tick or contact of a log, pole, cone, plant, or any component of an obstacle
- b. One (1) Point
 - Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle
 - Incorrect or break of gait at walk or jog for two strides or less
 - Both front or hind feet in a single-strided slot or space at a walk or jog
 - Skipping over or failing to step into required space
 - Split pole in lope-over
 - Incorrect number of strides, if specified
- c. Three (3) Points
 - Incorrect or break of gait at walk or jog for more than two strides
 - Out of lead or break of gait at lope (except when correcting an incorrect lead)
 - Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
 - Falling or jumping off or out of a bridge or a water box with one foot once the horse is onto or into that obstacle
 - Stepping outside of the confines of an obstacle with designated boundaries (i.e., back through, 360-degree box, side pass) with one foot once the horse has entered the obstacle
 - Missing or evading a pole that is a part of a series of an obstacle with one foot
- d. Five (5) Points
 - Dropping slicker or object required to be carried on course
 - First or second cumulative refusal, balk, or evading an obstacle by shying or backing
 - Letting go of gate or dropping rope gate
 - Use of either hand to instill fear or praise
 - Falling or jumping off or out of a bridge or a water box with more than one foot once the horse is onto or into that obstacle
 - Stepping outside of the confines of an obstacle with designated boundaries (i.e., back through, 360-degree box, sidepass) with more than one foot once the horse has entered the obstacle
 - Missing or evading a pole that is a part of a series of an obstacle with more than one foot

- Blatant disobedience (including kicking out, bucking, rearing, striking)
 - Holding saddle with either hand
 - Faults, which occur on the line of travel between obstacles, scored according to severity:
 - Head carried too high
 - Head carried too low (tip of ear below the withers) over-flexing or straining neck in head carriage so the nose is carried behind the vertical
 - Excessive nosing out
 - Opening mouth excessively
- e. Disqualified (0 Points)
- Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands-on reins except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle
 - Use of romal to cue horse
 - No attempt to perform an obstacle
 - Equipment failure that delays completion of the pattern
 - Excessively or repeatedly touching the horse on the neck to lower the head
 - Third cumulative refusal, balk or evading an obstacle by shying or backing
 - Major disobedience, excessive schooling, pulling, turning, stepping, or backing anywhere on course
- f. Off Pattern: Exhibitors going off pattern, knocking over or on the wrong side of the cone, never performing specified gait, lead or diagonal, or overturning more than ¼ turn than designated, shall not be disqualified; working obstacle the incorrect direction, including overturns of more than one-quarter turn; Failure to follow the correct line of travel between obstacles but must always place below exhibitors not incurring a disqualifying fault.

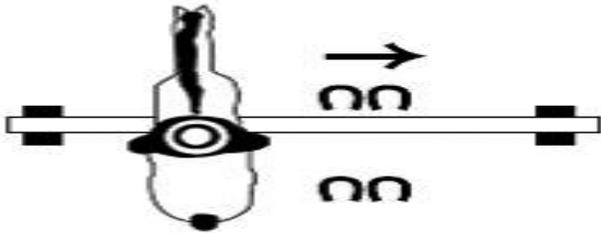
Examples of Designs for Trail Obstacles - Variation of the Sidepass



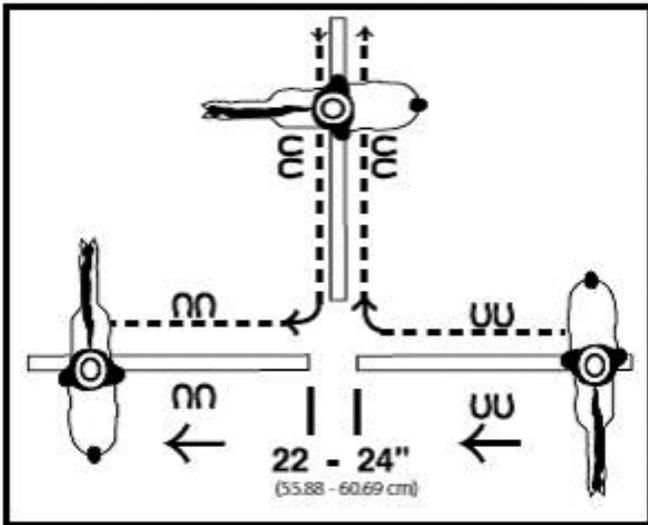
Sidepass right, turn right, sidepass left



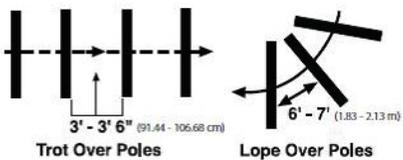
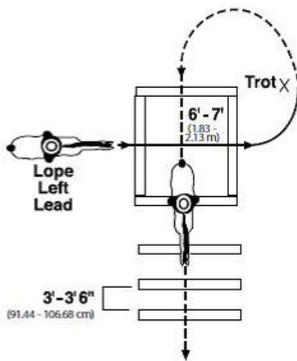
Front feet inside or back feet inside



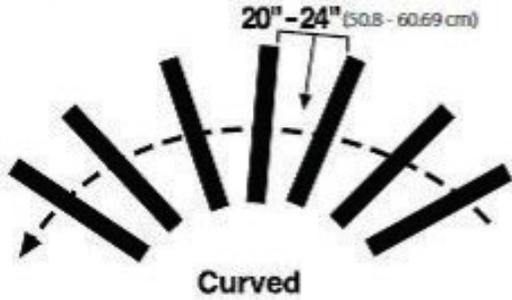
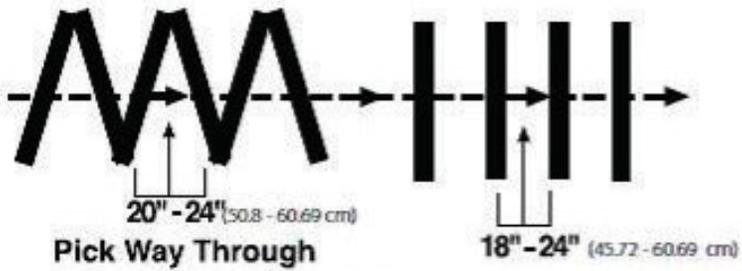
Raised object (no more than 12 inches)



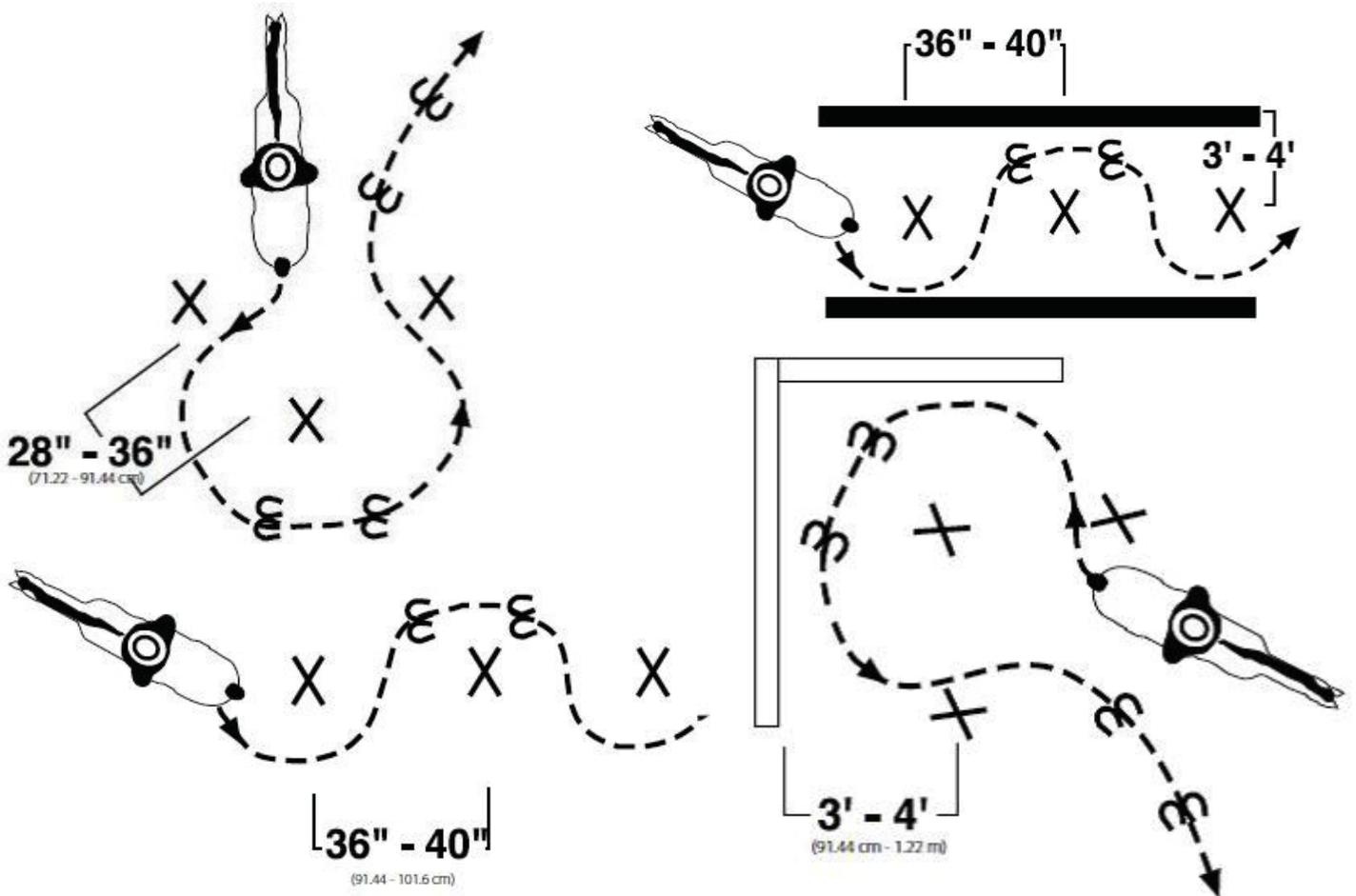
Widths may be doubled or tripled to allow for more than one stride between poles.



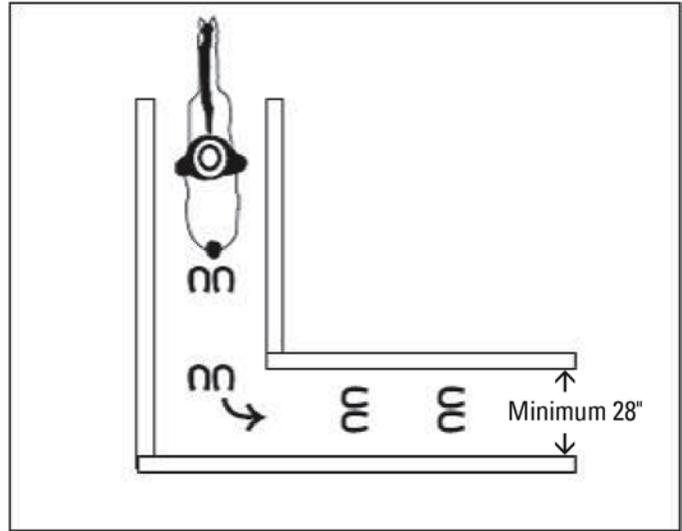
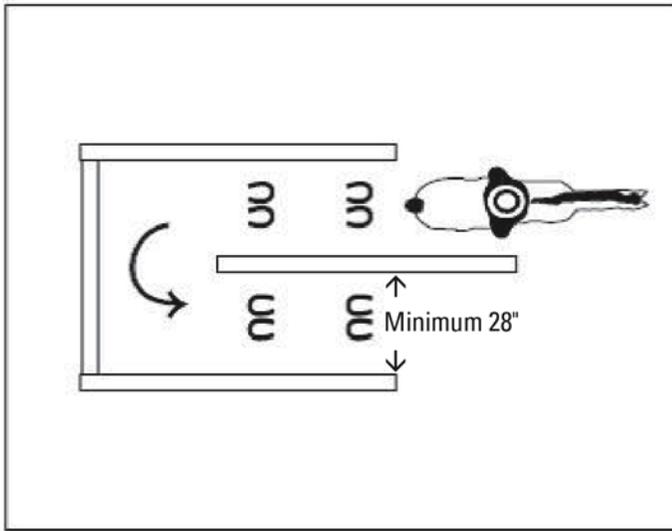
Trot overs, and lope



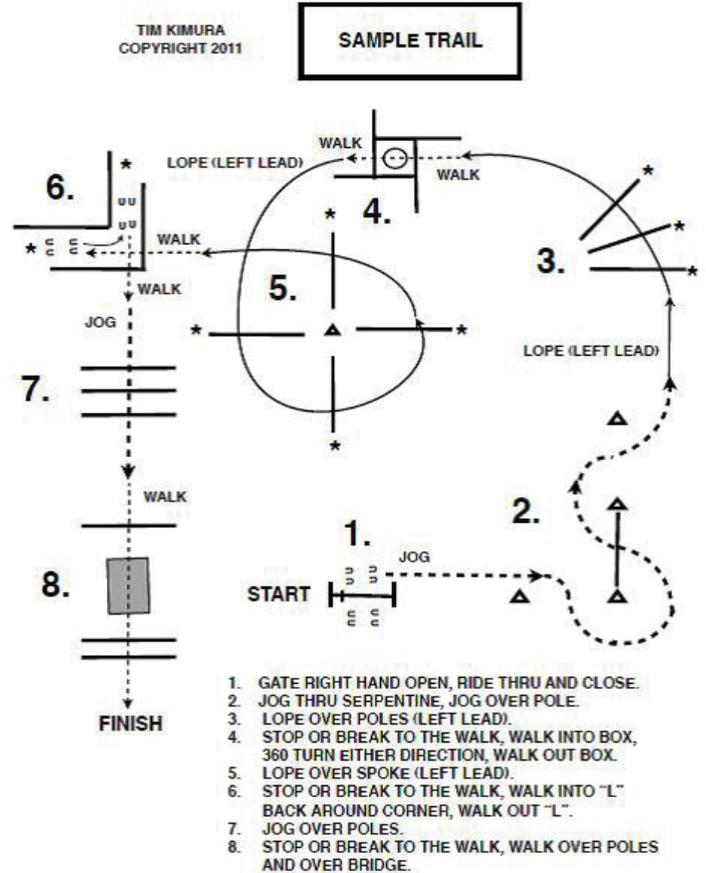
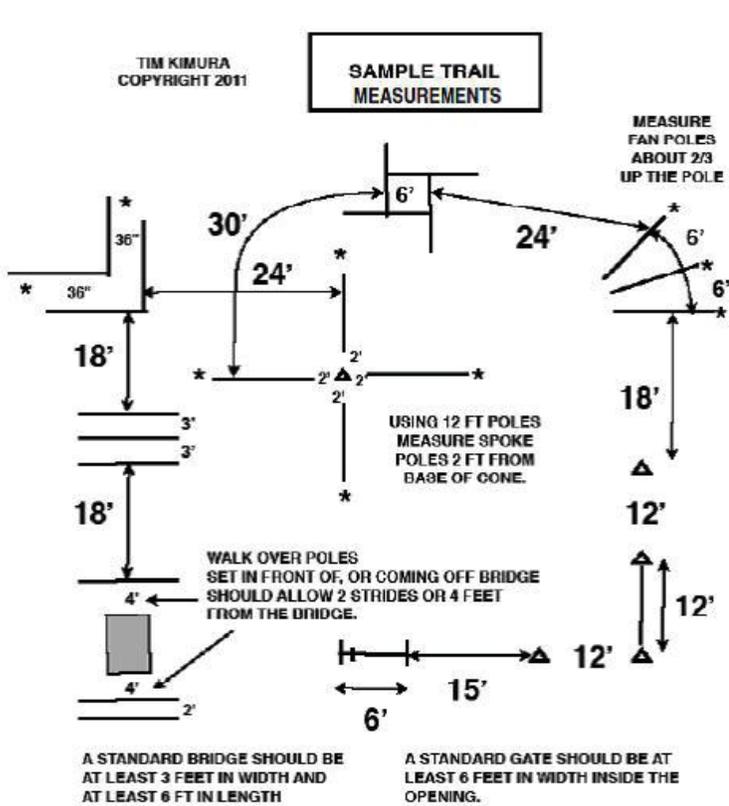
Walk overs



Back Through and Around Three Markers



Variations of L Back through



Examples of Trail Courses

Yearling Horse Trail In-hand

General Rules for Yearling Trail In-hand

1. **General:** Western or English attire and tack are permitted in this class
2. Exhibitor requirements:
 - Horses must be shown in a halter, regular, or show type is acceptable. The lead shank may be a regular type or show type. Shank may have a chain, which may be under the chin or through the lead ring on the halter and snapped back to the chain next to the lead strap.

- Lip chains are strictly forbidden.
3. Exhibitor must use only the right hand on the lead where the chain begins, and lead on the horse's left side. A chain may be used under the chin or hanging from the halter. Leads may be used without chains. Exhibitor must use only the left hand to carry the excess lead, looped loosely except when:
 - Carrying an object from one part of the arena to another.
 - Dragging an object from one part of the arena to another.
 - Opening/closing a gate, left hand gate only. In these cases, the right hand can also carry the excess lead.
 - Sidepassing. In this case, the lead at the chain and the excess lead can be held in the hand at the horse's head.
 4. Exhibitors should be poised, confident, courteous, and sportsmanlike at all times. The exhibitor should continue showing the horse until the class has been placed or excused.
 5. Any stops should be straight, smooth, and responsive with the horse's body remaining straight. Backing and turning should be performed from the left side of the horse. The exhibitor should face the horse when backing. Exception: When negotiating a gate, the exhibitor is not required to face the horse. The horse should back up readily with the head, neck, and body aligned in a straight or curved line as instructed.
 6. When executing a turn to the right, the exhibitor should face the horse and move the horse away from him or her. On turns of less than 90 degrees, it is acceptable to lead the horse toward the exhibitor. On turns 90 degrees or greater, the horse should pivot on the right or left hind leg while stepping across with the front legs.
 7. Exhibitor is not allowed to touch the horse, except when sidepassing

Course Requirements

1. Use care in setting up course. Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the horse or handler. Obstacles should be placed in such a manner that they flow from one to the other quickly and efficiently.
2. Change of procedure. Where the local conditions and equipment will not permit the establishment of obstacles as specified and that they may require changing of procedures or hand on the lead, then all competitors must be advised that such changing of procedure or of hands is permitted.
3. Complexity of courses may increase throughout the calendar year, keeping in mind that this class is designed to expose the yearling horse to trail obstacles, not end up with a finished trail horse at the end of its yearling year.
4. Course designs in January should be very basic compared to course designs later in the year.

Obstacle Requirements

1. Course will include a minimum of five and a maximum of eight obstacles.
2. Course must be designed using obstacles from each of the following divisions with a maximum of two obstacles per division.

Obstacles

1. Walk-overs. An obstacle of at least four poles measuring 20 to 24 inches between poles, either on the ground or raised with a maximum center height of 10 inches. These can be in a straight line, curved, or zigzag.
2. Trot-overs. An obstacle of at least four poles measuring 36 to 42 inches between poles, either on the

ground or raised with a maximum center height of 10 inches. These can be in a straight line, curved, or zigzag. Note: A curved or zigzag design is measured for distance between the poles, from center of the length of the pole to the center of the length of the next pole.

3. Side-pass. An object of such nature and length, which is safe, may be used to demonstrate the responsiveness of the horse to signals at its side. If raised, height may not exceed two feet. The obstacle should be designed to require the horse to sidepass, to the right or left, off pressure or signal, on or near its side. The obstacle should be in the course design such that the horse comes up to it, but does not cross or straddle it while completing the side pass. The exhibitor is allowed to touch the horse on the side during the sidepass.
4. Lime Circle. Requiring either:
 - Turn on the forehand with front feet inside and back feet turning outside the circle. The handler may hold the horse and the excess lead in his or her left hand during the turn.
 - Turn on the haunches with hind feet inside and front feet turning outside the circle.
5. Square, minimum eight feet sides. Lead into the square. While all four feet are confined in the square, make a 360 degree or less turn and lead out. Handler's feet should remain in square also.
6. Gate. The gate must be set up so that it is a minimum of four feet in length and four feet in height and so that the exhibitor can open from his or her left side. It is permissible to carry excess lead in the right hand while negotiating the gate. Handlers losing control of the gate while passing through shall be penalized and scored accordingly.
7. Back through. Shall consist of either:
 - Poles. Straight L, double L, V, U, or similar shaped obstacle. Poles should be on the ground, 30 inches between minimum. Handler may remain outside or inside the poles.
 - Barrels or cones, minimum of three. Thirty-six inches between minimum. Handler and horse can pass between barrels or cones together.
 - Triangle. Thirty-six inches between minimum at entry and 40 inches between minimum for sides. Note: If guardrails are used with b. or c. above, they shall be three to four feet from the sides of the obstacle.
8. Bridge. A bridge with a wooden floor not to exceed 12 inches in height and with or without side rails not less than 48 inches apart will be used.
9. Water Hazard. A ditch or shallow pond of water may be used. A horse must pass through this obstacle, which must be large enough so that to properly complete this obstacle all four feet of the horse must step in the water. Management may not place any item in the water. The handler should walk to left of water while horse passes through water.
10. Carrying Object. Any object, other than animal or fowl, and of a reasonable size or weight, may be carried to a specific point.
11. Drag or Pull. Any object, other than animal or fowl, which can reasonably be pulled or dragged by the exhibitor. This obstacle should be in the course design such that the item to be dragged is on the handler's left side. The excess lead may be carried in the handler's right hand.
12. Mailbox. Remove and/or replace items. Sidepass is optional. Note: Obstacles 1 and 3—if the object will be picked up/put down or opened/closed on the horse's right side, the handler is allowed to hold the horse and the excess lead in his or her left hand while negotiating the obstacle.
13. Serpentine. Obstacle consisting of four pylons, guardrails optional, through which a horse will maneuver at a walk or jog-trot. Guardrails shall consist of poles placed parallel and a minimum of four feet from the base of pylons; walk-pylons, minimum four feet apart, base to base. Jog-trot pylons, minimum seven feet apart, base to base.

14. Jog-around. Square consisting of four poles, minimum 12 feet long, and a pylon placed in the center of the square. Exhibitor will enter over a designated pole, perform a minimum 90 degree jog around the pylon, and exit over the designated pole. The handler should be in the box with the horse.
15. Jog-through. Shall consist of poles L, double L, V, U, or similar shaped obstacle. Poles should be on the three feet minimum and four feet maximum.

Judging and Scoring Yearling Trail In-hand

Judges should consider the overall appearance of the horse, conditioning and grooming, and the equipment (dirty, ill-fitting, or ragged equipment) in their overall scores. Also to be considered is the correctness of the horse while being led. Drifting to the side, leading or stopping crooked, failure to maintain a pivot foot in a turn, and leading or turning sluggishly should be considered and evaluated in the horse's maneuver scores and reflected in its overall score. Handlers should be discouraged from excessive verbal cues and excessive stiff or unnatural movements around horse or when leading. For safety reasons, those handlers continuously holding the chain on the lead, tightly coiling lead shank around hand, or dragging the lead shank should be penalized. All faults are to be assessed against the horse and not the exhibitor.

1. Scoring System

Scoring will be on the basis of 0–infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, - 1/2 poor, 0 correct, + 1/2 good, +1 very good, +1 1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points. Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.

2. Penalties should be assessed per occurrence as follows:

a. One-half (1/2) Point

- Each tick of log, pole, cone, plant or obstacle.

b. One (1) Point

- Each hit of or stepping on a log, pole, cone, or obstacle.
- Incorrect or break of gait at walk or jog for two strides or less.
- Both front or hind feet in a single-strided slot or space.
- Skipping over or failing to step into required space.
- Failure to meet the correct strides on trot over log obstacles.

c. Three (3) Points

- Incorrect or break of gait at walk or jog for more than two strides.
- Knocking down an elevated pole, cone, barrel, plant, or obstacle, or severely disturbing an obstacle unless caused by the tail.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot.

d. Five (5) Points

- Dropping slicker or object required to be carried on course.

- First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
 - Letting go of gate or dropping rope gate.
 - Use of either hand to instill fear or praise (slight touching or tapping with one hand to cue horse in a sidepass maneuver only is acceptable).
 - Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot.
 - Blatant disobedience (including kicking out, bucking, rearing, striking, or continuously circling the exhibitor).
- e. Disqualified (0) Points
- No attempt to perform an obstacle.
 - Equipment failure that delays completion of pattern.
 - Excessively or repeatedly touching the horse.
 - Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course.
 - Horse gets loose from exhibitor.
 - Leading on the wrong side of the horse.
6. Off Pattern: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

RANCH HORSE DIVISION

Ranch Horse Conformation

General Information for Ranch Horse Conformation

1. The horse will be judged on type, conformation correctness, and athletic ability with the all-around equine in mind. Ranch Horse Conformation is defined as the physical attributes necessary to perform under saddle in multiple ranch horse events. The ideal standard in evaluating horses in conformation should include but not limited to soundness and correctness in conformation, particularly feet and legs with emphasis on correct manner of travel including athletic ability and the "appearance of" agility. The horse should possess eye appeal with an attractive head; refined throatlatch; well-proportioned trim neck; long sloping shoulder; deep heart girth; short back; strong loin and coupling; long hip and croup. The horse should show balance and uniform muscling with enough athletic ability to perform different tasks on the ranch and ranch horse events. Horses should be strong boned and have an appearance of durability
2. Horses are not penalized for scars or brands

Conformation Equipment Requirements:

1. In ranch conformation classes, horses are to be shown in good working halter; rope, braided, nylon or plain leather. No silver will be allowed on halters. Any silver on halters will result in an automatic disqualification. Brass name plates and embroidered halters will be allowed.
2. Splint boots, leg wraps or bandages are prohibited in any ranch horse conformation classes.
3. The horse should be clean and brushed. It is recommended that a horse should be shown as naturally as possible.

Judging Procedure For Ranch Conformation

1. The judge shall make an individual examination for conformation defects, soundness and way of travel of each horse at the walk and jog as it is led directly to and away from the judge and additionally the jog from a direct side angle. The judge may ask for further individual work he may feel is needed. Any deviation from correct leg conformation and way of going shall be penalized. The horse must move straight and true. The walk should be a natural flat-footed four beat gait. The walk must be alert, with a stride of reasonable length for the size of the horse. The jog should be square, balanced with straight forward movement of the feet.
2. After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from both sides, front and rear.
3. Any horse that becomes detached from its handler and is no longer under control by the handler will automatically be disqualified and excused. If the initial horse exhibiting poor mannerisms (i.e.: rearing, backing, or falling into others, etc.) causes other exhibitor(s) to lose their horse(s), only the initiating horse will be disqualified and excused. The decision of the judge(s) is final.
4. The fall of a horse being judged in conformation shall be cause for disqualification. A horse is considered having fallen when he or she is on their side with all four feet extended in the same direction.

Ranch Rail Riding

The purpose of the ranch rail pleasure class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch rail pleasure horse should have a natural ranch horse appearance from head to tail in each maneuver

General Rules for Ranch Rail Pleasure

1. Horses to be shown at a walk, jog, and lope. Extended trot may be called for. Extended trot may be ridden by sitting in the saddle, posting, or standing in the stirrups. All reverses to be performed toward the center in a rollback type maneuver.
2. Horses not to be reversed at a lope. Judge may ask for additional individual work from finalist or all exhibitors, which may consist of lope and stop, rollback, or one 360 degree turn, etc.
3. Horses are to be judged at the appropriate gaits using both directions of the arena. At all gaits horses should have the appearance of "looking for more country."
4. Posting at the extended trot is acceptable.
5. No ponies shall be shown in this class.
6. A horse shown in ranch horse pleasure is not eligible to be shown in any age specific Western pleasure class.
7. Credits:
 - Natural ground-covering walk, jog, and lope
 - Consistency at all gaits
 - Smooth upward and downward transitions
 - Working off hindquarters when turning
 - Work on reasonably loose rein without excessive cueing to maintain a moderate pace

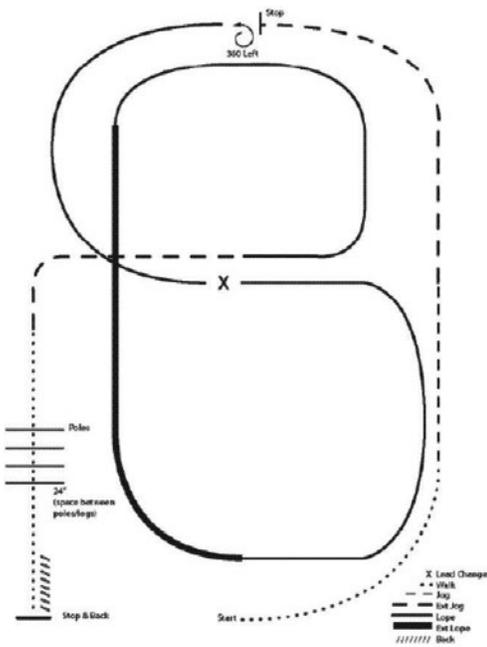
8. Additional equipment rules:
 - No hoof polish.
 - No braided or banded manes or tail extensions.
 - Trimming inside ears is discouraged.
 - Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
 - Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
9. Judges and exhibitors are asked to keep in mind that the ranch pleasure horse should be “a pleasure to ride” whether coming home from a hard day’s work or just touring the country on a Sunday afternoon. The ranch pleasure class is not a speed event. Excessive speed at any gait other than extended trot should be penalized the same as excessive slowness.

Gaits - Ranch Horse

1. Walk: The ranch pleasure horse should have a ground- covering, flat-footed walk accomplished on a reasonably loose rein. The head should be carried in a natural position, never behind vertical or stuck straight out. It should not be in an exceptionally high or low position but should look relaxed and natural for that particular horse.
2. Jog: The ranch pleasure horse should have a smooth, easy-to-ride jog on a reasonably loose rein. Emphasis should be on a comfortable jog that is a pleasure to ride. Rider should be able to “sit” the jog and not have to post or stand in the stirrups to ride distances. The head may be carried slightly higher than at the walk, should never be behind vertical or stuck straight out, and the horse should not throw its head up during transitions.
3. Extended trot: The ranch pleasure horse should willingly extend the jog by increasing stride length, not by increasing speed of the strides resulting in faster, shorter, choppy strides. The trot should be a ground-covering, reasonably smooth gait that can cover great distances. The rider may post, stand, lean forward, or sit the extended jog. The horse should willingly slow back down to the normal jog or walk when asked to. (Judges should not ask exhibitors to go from the extended trot to the lope.)
4. Lope: The ranch pleasure horse should smoothly move into a lope in the correct lead directly from the walk or jog. The lope should be slow enough and smooth enough to be a pleasure to ride. It should be accomplished on a reasonably loose rein with the horse willing to adjust to the speed the rider wants. The horse should be “gathered up” enough and have its hindquarters underneath sufficiently to be able to stop or turn and should not be “strung-out” or four-beating. The horse should be able to drop down to a walk or jog with no resistance. Its head should be steady and not be carried excessively high, low, or behind vertical. This gait should not be artificially slow or look unnatural.

Ranch Riding with a Pattern

1. Each horse will work individually, performing the required gait maneuvers and a minimum of three optional maneuvers. Horses will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.
2. The use of natural logs is encouraged.
3. Touching or holding the saddle horn is acceptable



Ranch Riding AQHA Pattern 1

1. Walk
2. Jog
3. Extend the jog at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead one-half circle, lope to the center
6. Change leads (simple or flying)
7. Right lead one-half circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back

Ranch Riding Penalties

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score:

- a. One (1) point penalties
 - Too slow (per gait)
 - Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Break of gait at walk or trot for 2 strides or less

- b. Three (3) point penalties
 - Break of gait at walk or trot for more than 2 strides
 - Break of gait at lope, except when correcting an incorrect lead
 - Wrong lead or out of lead
 - Draped reins (per maneuver)
 - Out of lead or cross-cantering more than two strides when changing leads
 - Trotting more than three strides when making a simple lead change
 - Severe disturbance of any obstacle
- c. Five (5) point penalties
 - Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
 - Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- d. (OP) Placed below horses performing all maneuvers
 - Eliminates or adds maneuver
 - Incomplete maneuver
 - Repeated blatant disobedience
- e. Zero (0) score
 - Illegal equipment including hoof black, braided or banded manes, or tail extensions
 - Willful abuse

No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score.

Ranch Trail

The ranch trail class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found, during the course of, everyday ranch work. The horse/rider team is judged on the correctness, efficiency and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive and well-mannered horse which can correctly navigate and negotiate the course.

General Rules for Ranch Trail

1. The ranch trail course will include no less than six and no more than nine obstacles. It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must be at least 35 feet and score with approaching obstacle.
2. Lope must be lead specific, at least 50 feet and score with approaching obstacle. Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider.
3. When setting courses, management will be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind to reduce the risk for accidents. Show committee shall have the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available.

4. Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles they deem unsafe, non-negotiable or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If the course cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws in that class.
5. The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Any and all obstacles requiring mount and or dismount, will require management to provide stool/mounting block.
6. Combining two or more of the obstacles is acceptable

Ranch Trail Obstacles

1. There are not mandatory obstacles. The course is to be set up at the discretion of the show management and/or judges. Obstacles should be constructed of safe material and test the horse and rider's skills. Suggested obstacles include
 - Side pass (over obstacle is optional). May be elevated to 12" maximum
 - Ride over at least four (4) logs or poles. These can be in a straight line, curved, zigzag, raised or combination. The space between poles/ logs is not required to be measured, as obstacles on a trail are random. Care shall be taken to design the course with safety in mind when determining the gait at which the obstacles will be maneuvered.
 - Ride over wooden bridge. Minimum width shall be 36" wide and at least six (6) feet long. Bridges should be sturdy, safe and negotiated at a walk only.
 - Opening, passing through and closing gate. A gate that will not endanger horse or exhibitor must be used. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
 - Water hazard (ditch or small pond). No metal or slick bottom boxes shall be used.
 - Carry object from one part of arena to another. Only objects that might reasonably be carried on a trail may be used.
 - Backing obstacle.
 - Pick up a slicker while mounted, put it on and take it off.
 - Dismount and ground tie. Stool/Mounting block will be provided.
 - Load into a trailer.
 - Live animals may be used on the trail course.
 - Rope a steer head. The object is not to judge the ability of the exhibitor to rope but the patience and willingness of the horse in allowing the rider to complete the task at hand.
2. Prohibited Obstacles
 - Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, logs elevated in a manner that permits such to roll in a dangerous manner.

Ranch Trail Credits and Penalties

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

1. All runs begin upon entering the pen and any infractions are subject to penalty at that time (such as two hands on the reins, using either hand to instill fear or praise, etc.). The rider has the option of eliminating any obstacle, however this will result in being "off pattern" (OP) and the horse/rider team may not place above others who have completed the pattern correctly. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.

2. Credit is given to horse/rider teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to rider's cues on more difficult obstacles. Quality of movement and cadence should be considered part of the maneuver score for the obstacle.
3. Each obstacle should receive an obstacle score and is subject to penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from: - 1-1/2 extremely poor, -1 very poor, - 1/2 poor, 0 correct, + 1/2 good, +1 very good to + 1-1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed as follows:
 - a. 1/2-point penalty
 - Each tick of log, pole, cone or obstacle
 - b. 1-point penalty
 - Each hit of or stepping on a log, pole, cone or obstacle
 - Break of gait at walk or jog for two strides or less
 - Both front or hind feet in a single-stride slot or space
 - Skipping over or failing to step into required space
 - Split pole in lope-over
 - c. 3-point penalty
 - Break of gait at walk or jog for more than 2 strides
 - Out of lead or break of gait at lope (except when correcting an incorrect lead)
 - Knocking down an elevated pole, cone, barrel or plant obstacle or severely disturbing an obstacle.
 - Stepping outside the confines of, falling or jumping of an obstacle (back through, bridge, side pass, box, water box) with one foot.
 - d. 5-point penalty
 - Dropping slicker or object required to be carried on course
 - First refusal, balk or attempt to evade an obstacle by shying or backing more than 2 strides away
 - Loss of control or letting go of gate
 - Stepping outside the confines of, falling or jumping off an obstacle (back through, bridge, side pass, box, water box) with more than one foot
 - Blatant disobedience (kicking out, biting, rearing, striking)
 - Failure to ever demonstrate the correct lead or gait if desired
 - Failure to complete obstacle
 - Second refusal, balk or attempt to evade an obstacle by shying away or backing more than 2 strides away.
 - Use of either hand or instill fear of praise
 - e. Disqualification
 - Use of two (2) hands (except Junior horses shown with a snaffle bit or hackamore)

- No attempt to perform an obstacle
 - Equipment failure that delays completion of pattern
 - Touching the horse on the neck to lower the head
 - Fall to the ground by horse or rider
 - Third refusal, balk or attempt to evade an obstacle by shying or backing away more than 2 strides
- f. Off Pattern: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.
4. Only one (1) hand may be used on reins, except for junior horses shown with a snaffle bit hackamore/bosal. Hands must not be changed, except that it is permissible to change hands to work with an obstacle. While the horse is in motion there shall be no changing of hands on the reins. Hands to be around reins. One (1) finger between reins permitted when using split reins only. While horse is in motion, exhibitor's hands shall be clear of horse and saddle.
 5. Posting or standing at the extended trot is acceptable.
 6. Holding the saddle horn with either hand will not be penalized in any class.

REINING DIVISION

Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, exhibitors are required to run one of several approved patterns. Each pattern includes small, slow circles; large, fast circles; flying lead changes; rollbacks over the hocks; a series of 360 degree spins done in place; and the exciting sliding stops that are the hallmark of the reining horse.

General Rules for Reining

1. Any one of the approved reining patterns may be used and is to be selected by the judge of the class and used by all exhibitors in the class.
2. Each exhibitor will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
3. To rein a horse is not only to guide it, but also to control its every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on its own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.
4. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern; rider's free hand may be used to hold romal in the normal fashion.
5. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of a pattern will be scored accordingly. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

Description of Reining Maneuvers

Maneuvers - As mentioned earlier, judges are required to score a reining horse based on its execution of the maneuver groups required in each pattern. All patterns are divided into seven or eight maneuver groups. Descriptions of ideal maneuvers required of a reining horse are as follows:

1. **Walk-in:** The walk-in brings the horse from the gate to the center of the arena to begin its pattern. The horse should appear relaxed and confident. Any action that may create the appearance of intimidation including starting and stopping or checking is a fault that shall be marked down according to the severity in the first maneuver score.
2. **Trot-in:** Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written.
3. **Stops:** Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
4. **Spins:** Spins are a series of 360-degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs, and contact should be made with the ground and a front leg. The location of hindquarters should be fixed at the start of the spin and maintained throughout the spin. It is helpful for a judge to watch for the horse to remain in the same location, rather than watching for a stationary inside leg. This allows for easier focus on other elements of the spin (i.e., cadence, attitude, smoothness, finesse, and speed).
5. **Rollbacks:** Rollbacks are the 180-degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks, and departing in a canter, as one continuous motion. The NRHA Handbook states no hesitation; however, a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back.
6. **Circles:** Circles are maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide, and degree of difficulty in speed and speed changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle, and a large, fast circle; also, the speed and size of small, slow right circles should be similar to the small, slow left circles; and the speed and size of the large, fast right circles should be similar to the large, fast left circles.
7. **Backups:** A backup is a maneuver requiring the horse to be moved in a reverse motion in a straight line a required distance; at least 10 feet.
8. **Hesitate:** To hesitate is the act of demonstrating the horse's ability to pause in a relaxed manner, at a designated time in the pattern. All NRHA patterns require a hesitation at the end of the final maneuver to indicate to the judge(s) the completion of the pattern.
9. **Lead Changes:** Lead changes are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid penalty.
10. **Run Downs and Run-arounds:** Run downs are runs through the middle of the arena, and runs along the side and ends of the arena. Run downs and run-arounds should demonstrate control and gradual increase in speed to the stop.

Scoring Reining

Additional resources and score sheets can be found on the ISU Equine Science webpage at <https://www.extension.iastate.edu/equine/resources-horse-judges>.

Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance. The individual maneuvers are scored in half-point increments from a low of -1/2 to a high of +1/2 with a score of 0 denoting a maneuver that is correct with no degree of difficulty.

1. The following will result in no score:
 - Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
 - Use of illegal equipment, including wire on bits, bosals, or curb chains.
 - Use of illegal bits, bosals, or curb chains; when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable.
 - Use of tack collars, tie downs, or nose bands.
 - Use of whips or bats.
 - Use of any attachment that alters the movement of or circulation to the tail.
 - Failure to provide horse and equipment to the appropriate judge for inspection.
 - Disrespect or misconduct by the exhibitor.
2. Closed reins are not allowed except as standard romal reins.
3. Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands a penalty score of zero will be applied. In addition, should the judge determine the free hand is being used to instill fear or praise, a penalty five will be applied, and a reduction in the maneuver score.
4. The following will result in a score of 0:
 - Use of more than index or first finger between reins.
 - Use of two hands (exception in Junior, Snaffle Bit, or Hackamore classes designated for two hands) or changing hands.
 - Failure to complete pattern as written.
 - Performing the maneuvers other than in specified order.
 - The inclusion of maneuvers not specified, including, but not limited to:
 - Backing more than two strides
 - Turning more than 90 degrees
 - Equipment failure that delays completion of pattern; including dropping a rein that contacts the ground while horse is in motion.
 - Balking or refusal of command where performance is delayed.
 - Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
 - Jogging in excess of one-half circle or one-half the length of the arena.
 - Over spins of more than one-quarter turn.
 - Fall to the ground by horse or rider.
 - On run in patterns, once beginning a lope, a complete stop prior to reaching the first marker. (Exception: a complete stop in the 1st quarter (1 /4) of a circle after a lope departure is not to be considered an inclusion of maneuver; a two (2) point break of gait penalty will apply.)
 - When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line;
5. The following will result in a reduction of 5 points:
 - Spurring in front of cinch.
 - Use of either hand to instill fear or praise.
 - Holding saddle with either hand.
 - Blatant disobediences including kicking, biting, bucking, rearing and striking;

- Horse dropping to its knees or hocks
6. The following will result in a reduction of 2 points:
 - Break of gait.
 - Freeze up in spins or rollbacks.
 - On walk-in patterns, failure to stop or walk before executing a canter departure.
 - On run-in patterns, failure to be in a canter prior to the first marker.
 - If a horse does not completely pass the specified marker before initiating a stop position.
 7. Starting or performing circles or eights out of lead will be judged as follows:
 - Each time a horse is out of lead, a judge is required to deduct 1 point.
 - The penalty for being out of lead is cumulative and the judge will deduct one penalty point for each one quarter (1/4) of the circumference of a circle or any part thereof that a horse is out of lead.
 - A judge is required to penalize a horse 1/2 point for a delayed change of lead by one stride where the lead change is required by the pattern description.
 8. Deduct one-half point for starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than one-half circle or one-half the length of the arena, deduct 2 points.
 9. Deduct one-half point for over or under spinning up to one-eighth of a turn; deduct 1 point for over or under spinning from one-eighth to one-fourth turn.
 - Add a horse can only be assessed one over or under spin penalty per maneuver
 10. A one-half point penalty deduction will be given for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback.
 11. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows:
 - From the turn to the half-way position at end wall, one (1) point
 - Beyond the half-way point to the beginning of the run down, two (2) points
 12. Faults against the horse to be scored accordingly, but not to cause disqualification:
 - Opening mouth excessively when wearing bit.
 - 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.
 - Stumbling.
 - Backing sideways.
 - Knocking over markers.
 13. Faults against the rider to be scored accordingly, but not to cause disqualification:
 - Losing stirrup.
 - Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.

Reining Patterns

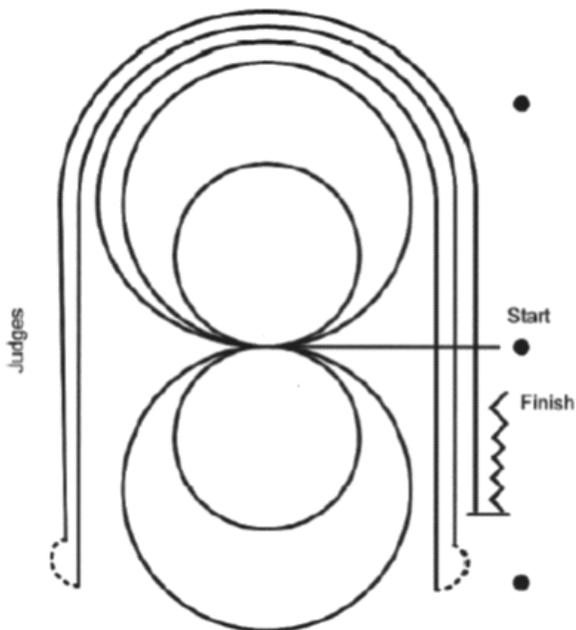
1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

2. Markers will be placed on the wall or fence of the arena as follows:
 - At the center of the arena
 - At least 50 feet from each end wall
3. Where designated in the pattern for stops to be beyond a marker, the horse should begin its stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by exhibitors and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
5. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging.

6. **All judges' decisions are final.**

Beginning at the center of the arena facing the left wall or fence:

1. Begin two Figure 8s, starting in either direction.
2. Begin a large figure 8 at lope starting to the right
3. Make a small figure 8 at a lope. Change leads at the center of the arena.
4. Begin a large circle to the right but do not close the circle. Run straight down the right side of the arena pas the center maker and do a left rollback at least twenty feet from wall or fence – no hesitation
5. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet from the wall or fence, run straight down the left side of the arena past the center maker and do a right rollback – no hesitation
6. Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet from the walls or fence, run straight down the right side of the arena past the center maker and do a sliding stop.
7. Back to the center marker. Hesitate to demonstrate the completion of the pattern.
8. Walk to judge for inspection until dismissed.

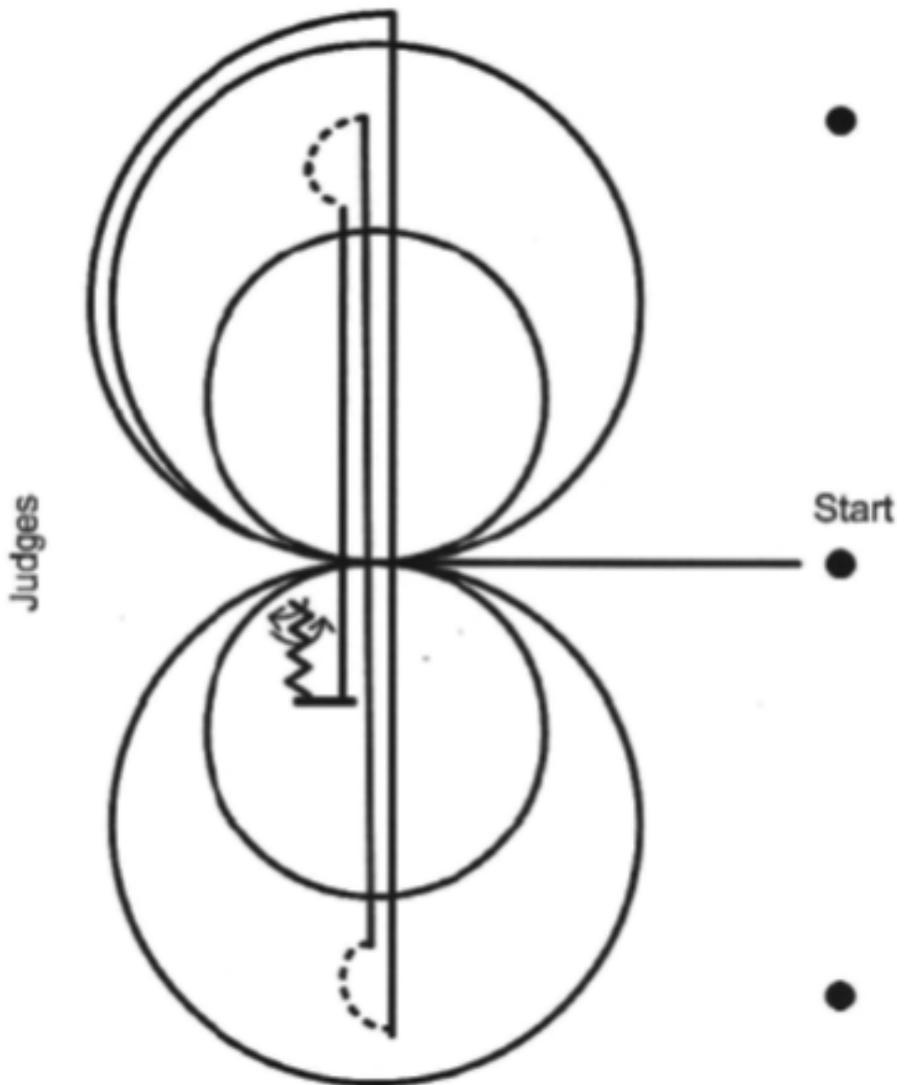


Pattern 1 (From POA)

Beginning at the center of the arena facing the left wall or fence:

1. Starting to the right, begin a small figure 8 at a slow lope
2. Ride a large figure 8 at a fast lope. Change leads at center of arena.
3. Continue around previous large circle to the right. At the top of the circle, run down the middle to the far end of the arena, past the end marker and do a right rollback – no hesitation.
4. Run to the opposite end of the arena past the last marker do a left rollback – no hesitation
5. Run past the center maker and stop
6. Back to the center maker
7. Pivot a $\frac{1}{4}$ turn left or right
8. Pivot a $\frac{1}{2}$ turn in the opposite direction of the first turn
9. Walk to the judge for inspection until dismissed

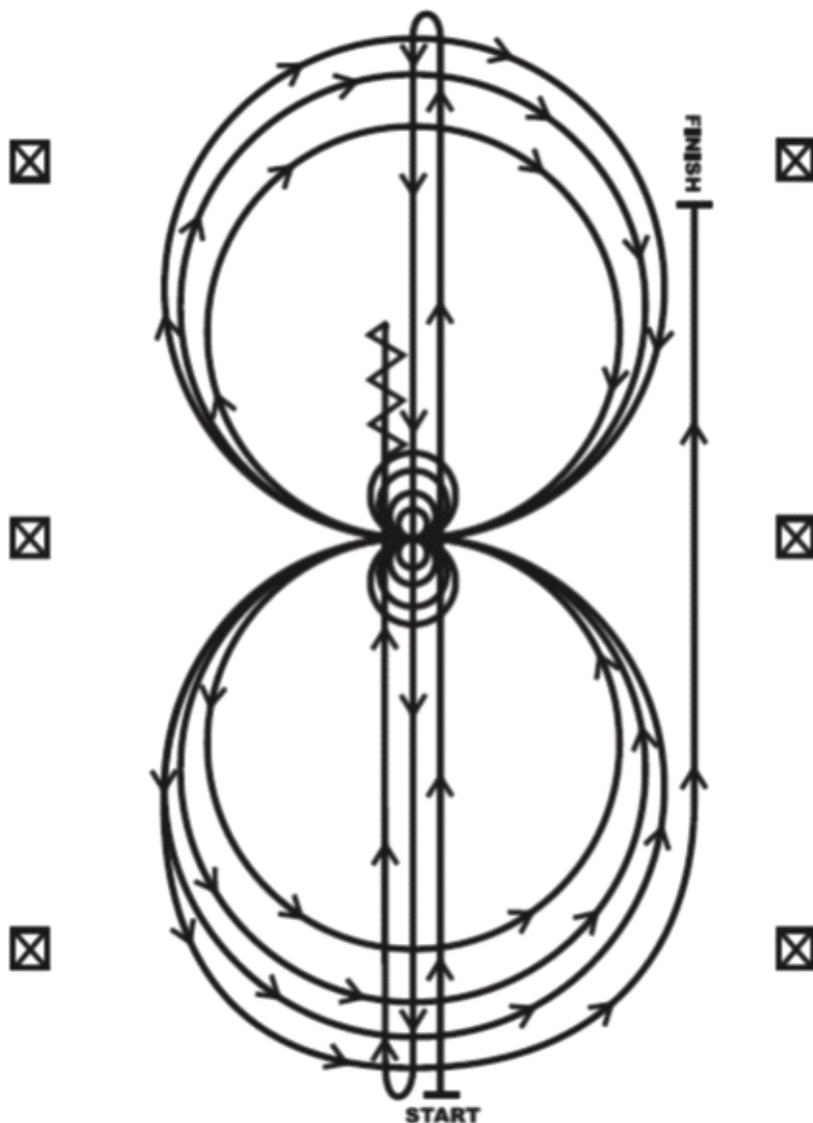
Pattern 2 (From POA)



Beginning at the center of the arena, facing the left wall or fence:

1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet from wall or fence. Hesitate to demonstrate the completion of the pattern.

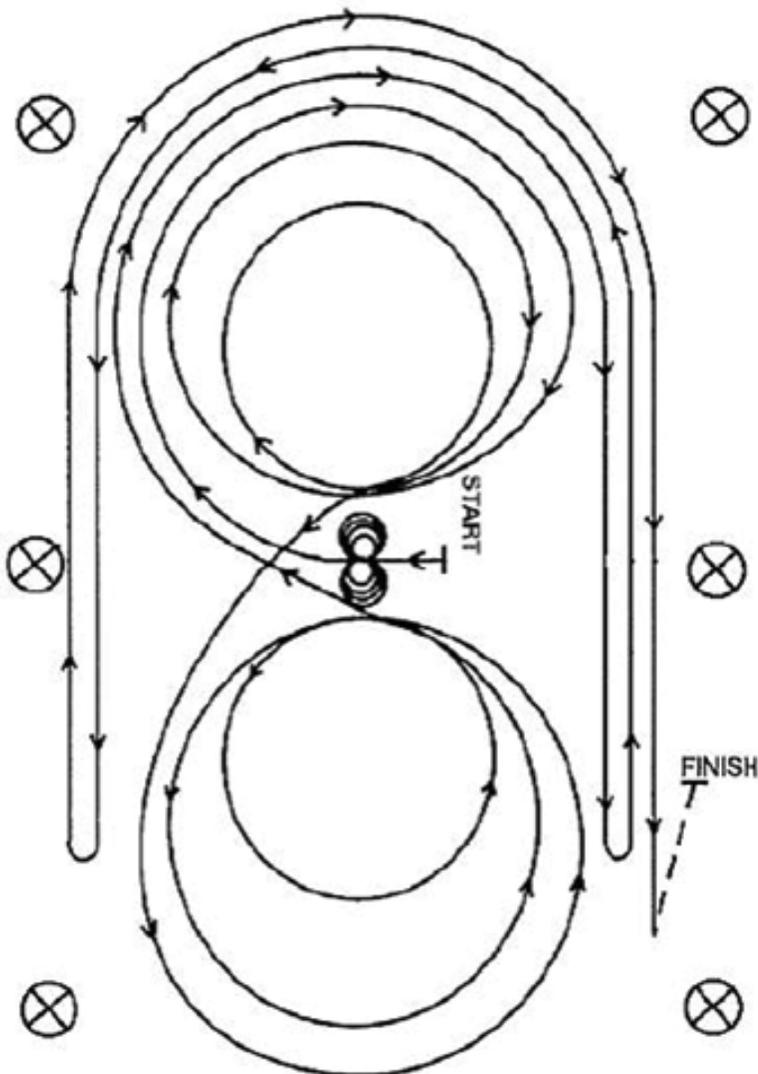
Pattern 3 (From 2020 AQHA Rulebook)



Beginning at the center of the arena, facing the left wall or fence:

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right: the first circle large and fast, the second circle small and slow, and the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast, the second circle small and slow, and the third circle large and fast. Change leads at the center of the arena.
5. Begin a large, fast circle to the right, but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

Pattern 4 (From 2020 AQHA Rulebook)



GYMKHANA (TIMED EVENTS) DIVISION

Gymkhana Events Attire

1. Attire: Exactly like judged classes, except a belt is optional.
2. An ASTM/SEI approved helmet is MANDATORY. Safety gear is strongly recommended for timed events.
3. Chaps, ball caps, tank tops, T-shirts, or jersey-type shirts ARE NOT to be worn.
4. Riders are allowed to wear knee and leg protection at their own discretion.
5. Exhibitors may use a rubber band per foot (maximum width of 1/4 inch) only during speed events.
6. Exhibitors may not be tied, buckled or fastened by any other means during any competition

Gymkhana Events Equipment

1. In speed events, western or English type equipment can be used. There are a tremendous number of different bits and mechanical hackamores that are traditionally used in Gymkhana classes. There are very few prohibited bits and hackamores other than those that the show committee and/or the judge deem to be cruel and inhumane. The exhibitor should be prepared with alternative headgear for their animal if they are found to be using an inappropriate bit or hackamore.
2. Use of rawhide or mechanical hackamores or other type of bridles is the optional choice of the contestant. However, mechanical hackamore nosepieces must be covered in leather and cannot have visible or bare metal in contact with the horse's head.
3. All bits described in the Western or English performance division are acceptable. Additional examples of acceptable bits are shown below. The list is not complete. The judge or steward may prohibit the use of any bit or equipment they consider inhumane or would tend to give a horse/rider an unfair advantage.
4. If split reins are used, they must be tied or fastened together. A single rein is recommended.
5. Bell boots, shin boots, or skid boots are permitted.
6. Tie-downs used for speed events must be leather, flat nylon or rope a minimum of 3/8 inch in diameter.
7. Bonnets (tie-down that goes over the poll and/ or across the forehead) made of rope, flat nylon webbing or leather only (minimum 3/8 inch diameter) are permitted.
8. Martingales and draw reins are permitted for speed events. However, martingales used with curb bits must have rein stops. Draw reins may not be attached between or around the front legs.
9. The use of spurs, bats, or over-and-under bats is optional. Excessive or abusive use of these items may be penalized.
10. A whip may not exceed two feet in length excluding over and unders which must be attached to the saddle.
11. Prohibited equipment: Nosebands and tie-downs with bare metal. Chain, wire, or metal tie-down or bonnets are prohibited, regardless of how padded or wrapped.

Examples of Bits Acceptable for Timed Events

Roping Bit



Without shanks. Permissible in contest classes only



Side Pull



Hackamore 3-piece twisted wire



Combination rope nose gag



Workman short shank bit



Chain gag bit



General Rules for All Gymkhana Events

1. These classes are timed events and the goal is to complete the course in the fastest time. The class starts when the horse crosses the timer line, and stops when the horse crosses the timer line on its return.
 - Exhibitors in walk-trot classes shall NOT be eliminated from participating in timed event classes.
2. 4-H members must be mounted when entering the arena. All exhibitors must have their mounts under complete control at all times. No assistance to either horse or rider is permitted up to or past the arena gate. If an exhibitor/horse is assisted in any manner, the exhibitor shall automatically be disqualified.
3. Timing line: The course for all competitors shall include a timing line to be a distance of at least 20 feet from the first obstacle. The timing line is imaginary and should be indicated by stakes, pylons, or other suitable markers.
4. Start and finish: The exhibitor shall be signaled when the judge and timing officials are ready. At any time within one minute after the ready signal is given, the entry shall cross the timing line and begin the course. Starting and finishing time shall be taken the instant any part of the entry crosses the timing line.
5. In timed events, a running start is prohibited.
6. The gate must be closed before the rider can begin the course or riders will receive a five-second penalty.
7. Horses completing a run must be brought to a full stop in the area between the entry gate and timeline prior to the exhibitor dismounting. Failure to do so with any part of the horse recrossing the timeline between or outside the time line markers shall result in a broken pattern and "no time" given.

8. Horses leaving the ring in timed events must dismount before exiting or they are disqualified
9. An exhibitor shall be considered "on course" once any part of the horse crosses the starting line, until every part of the horse crosses the finish line after completing the course.
10. Reruns will not be allowed in instances of equipment failure. When exhibitor equipment failure causes a delay or a run to be discontinued, the judge will disqualify the entry, except in working hunter and jumping classes.
11. Management shall designate the order in which the entries shall compete.
12. An exhibitor shall be considered "on course" once any part of the horse crosses the starting line, until every part of the horse crosses the finish line after completing the course.
13. Any unsportsmanlike behavior (such as arguing, yelling, hooting at the judge or show management) by exhibitors, volunteer leaders, or family members – in or out of the arena – will result in disqualification.
14. Breakage: If tack or equipment should break or the animal should cast a shoe while negotiating the course, and the difficulty prevents completion of the course, the entry shall be disqualified. Should the entry be able to continue the course despite the difficulty and without cruelty, it may continue without penalty.
15. Timing: A photo activated electrical timer is preferred to a stopwatch. If such an electrical timer is used, at least one official should take the time with a stopwatch in case of failure of the electric device. If such an electrical timer is not available, two stop watches are recommended to be used.
16. All measurements given in timed event rules are desired if arena space allows. However, when space does not allow prescribed measurements, common sense must prevail.

Penalties

Five Seconds

1. A five-second penalty shall be assessed for each obstacle knocked down, unless otherwise provided in the class specifications. The exhibitor must remain on course as if the obstacle were still standing.
2. A running start is NOT permitted. 4-H members may not start their run until the gate is closed behind them.
3. Not dismounting prior to leaving the arena.
4. Gymkhana with Barrels
 - Knocking over a barrel carries a five-second penalty.
 - A contestant may touch the barrel with his or her hands in barrel racing.
 - If the original course is altered by a rider intentionally grasping a barrel, a five-second penalty for each barrel grasped will be assessed.
5. Gymkhana with Poles
 - A contestant may touch a pole with his or her hand.
 - If an upright marker or pole is knocked down, it will be a 5 second penalty.
 - If the original course is altered by a rider intentionally grasping a pole, a five-second penalty for each pole grasped will be assessed.
6. An exhibitor is allowed only one 360-degree pivot or circle after entering the arena. Any violation of this shall result in a five-second penalty for each circle beyond 360 degrees.

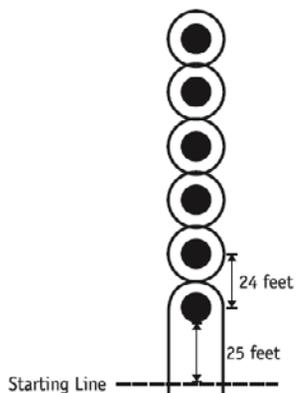
Disqualifications

Any of the following infractions shall disqualify an entry:

1. Failure to begin course within 15 seconds after ready signal.
2. Any deviation from the pattern (being off course) is cause for disqualification. At the discretion of the show management, a disqualified exhibitor may receive the lowest ribbon placing.
3. Fall of horse and/or exhibitor while on course.
4. Spurring, striking the horse in any manner whatsoever forward of the front cinch, after entering the arena. (Touching the horse shall not be considered inhumane such as striking the horse.)
5. Entry being unruly or out of control.
6. Any kind of inhumane treatment whether or not specifically mentioned in this rule.
7. Excessive use of spurs, crop, bat, romal, or reins.
8. Failure of entry to leave the ring immediately upon notification by the judge of disqualification shall bar both the horse and exhibitor from further participation in the show.
9. Horses completing a run must be brought to a full stop in the area between the entry gate and timeline prior to the exhibitor dismounting. Failure to do so with any part of the horse re-crossing the timeline between or outside the time line markers shall result in a broken pattern and "no time" given.
10. Tying, buckling, or fastening a rider in the saddle in any way, except the rubber band per foot (maximum width of 1/4 inch) only during speed events.
11. No number visible, or incorrect number
12. Loss of protective headgear.

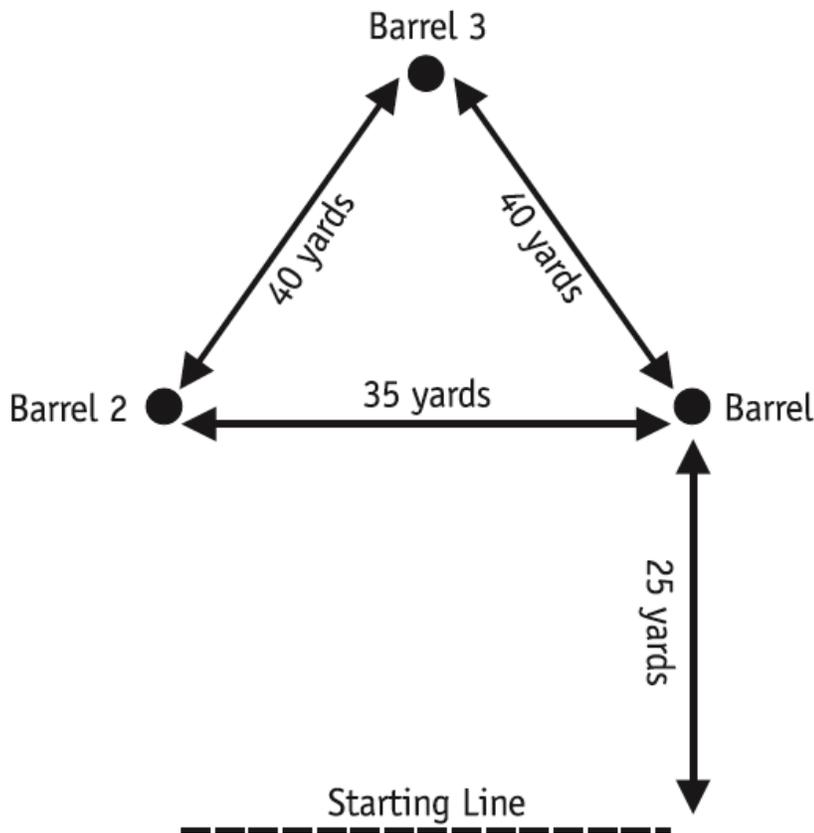
Barrel Bending Race

1. The barrel bending pattern is run around six barrels. The barrels are placed in a straight line running perpendicular to the starting line and 24 feet apart from center to center. The first barrel is set 25 feet from the starting. The barrels will be plastic 5-gallon containers with approximately 15 pounds of sand in each one.
2. Contestants may start on either side of the line of barrels. They will start at barrel one (see fig.) and bend in and out of all the barrels down and back.
3. Jumping a barrel with either or both front or both hind legs will result in a 5-second penalty.
4. Skipping a barrel will result in disqualification.
5. The judge will stand in line with the markers at the end of the row of barrels.



Cloverleaf Barrel Racing Pattern

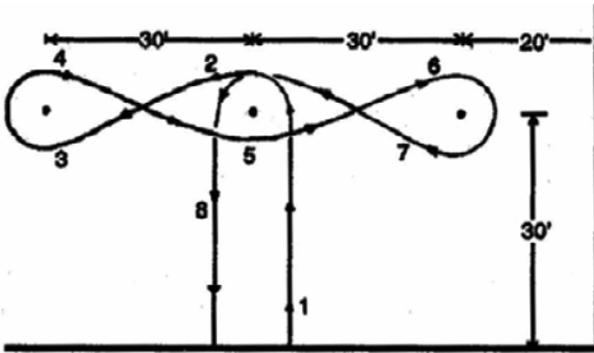
1. Barrels should be the size of a 55-gallon drum, with no sharp edges. Each barrel should be painted so that it can be easily distinguished from the background. Protective devices around steel barrel tops are recommended.
2. The size of the pattern should be 105 feet (35 yards) between barrels 1 and 2, 120 feet (40 yards) between barrels 2 and 3, 120 feet (40 yards) between barrels 1 and 3, and 75 feet (25 yards) from the timer to the first barrel. The course must be measured exactly.
3. If the course is too large for the available space, then each measurement of the pattern should be reduced 15 feet (3 yards) from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.
4. Riders have the option of riding course A or B.
 - a. Course A – The entry must cross the timing line, circle barrel 1 clockwise, circle barrel 2 counterclockwise, circle barrel 3 counterclockwise and run between barrels 2 and 3 to cross the timing line.
 - b. Course B – The entry must cross the timing line, circle barrel 2 counterclockwise, circle barrel 1 clockwise, circle barrel 3 clockwise and run between barrels 2 and 3 to cross the timing line.
5. Off course is defined as passing by the center of a barrel on the wrong side as far as the shoulder point is considered to be off course. Each barrel center should be clearly marked with straight markers parallel to the starting line. Extra loops in the pattern other than those normally diagrammed should be considered off course.



Cloverleaf barrel race (patterns A and B).

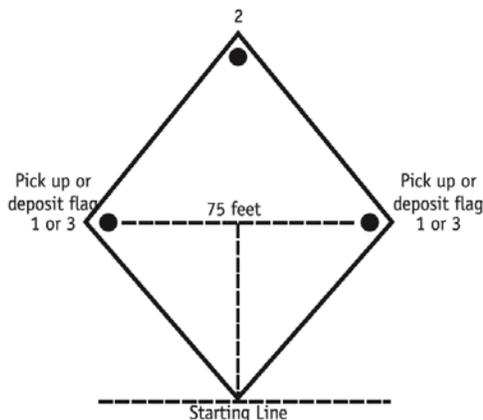
Figure 8 Barrel Racing

1. Three barrels are to be set across the arena in a straight line thirty (30) feet from the timing line. In optimum conditions, the barrels should be set thirty (30) feet apart and should not be closer than twenty (20) feet from the sides of the arena. In small arenas, the barrels may be set closer together, but no closer than twenty (20) feet apart. The barrels should never be more than thirty (30) feet apart.
2. The contestant has the option of running the pattern to the left or right as long as they start with the middle barrel.
3. Disqualification results if the rider is off course & turning a barrel the wrong way.



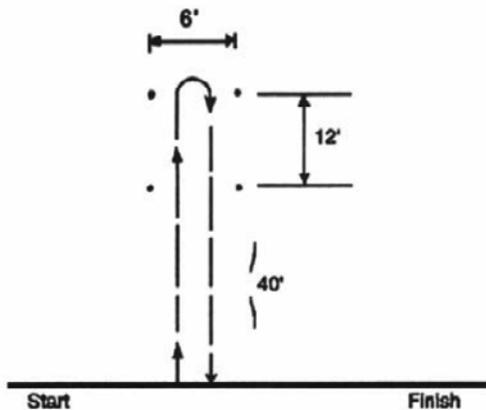
Flag Race

1. The course is set up in the same manner as for the Cloverleaf Barrel Race. Two 5-gallon buckets filled with approximately 4 inches of sand should be placed on the centers of the 1st and 3rd barrels.
2. The length of the flag sticks should be 12 inches to 16 inches above the edge of the bucket. Wooden doweling 3/4 inch in diameter, or other round suitable material, should be used for the flag.
3. The rider will pick up a flag at 1, ride behind 2 and place the flag in the bucket at barrel 3. Riders have the option of riding course A or B:
 - Course A – The entry will cross the starting line and begin following the pattern to the left.
 - Course B – The entry will cross the starting line and begin following the pattern to the right.
4. Disqualifications – Causes of disqualification include:
 - Failing to pick up the flag on the first pass.
 - Failing to place the flag in the bucket on the first pass.
 - Hitting any part of the horse with the flag or stick.
 - Dropping the flag.
 - Knocking over any of the barrels or knocking the bucket off, or over, on the barrel.
 - Dropping the flag into the bucket with the flag end down.



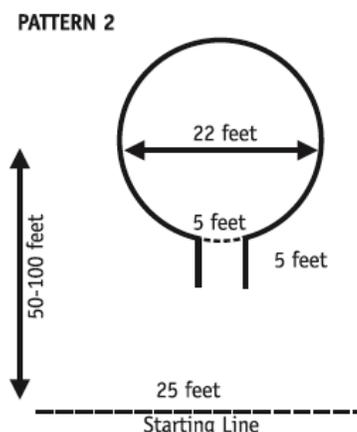
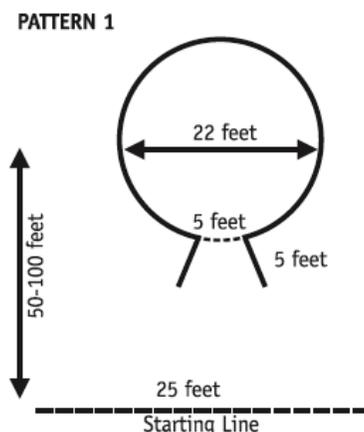
Go-Go Race

1. Four poles are set up six feet apart across the arena and 12 feet apart the length of the arena. The distance from the start and finish line to the first two poles is 40 feet.
2. The rider takes the horse/pony through the six-foot lane with all parts of the horse/pony clearing the back pair of poles. The rider then turns around, goes back through the lane and across the finish line.
3. Turning before you clear back poles, knocking a pole down, going outside of either or both poles will result in disqualification.
4. See pattern below.



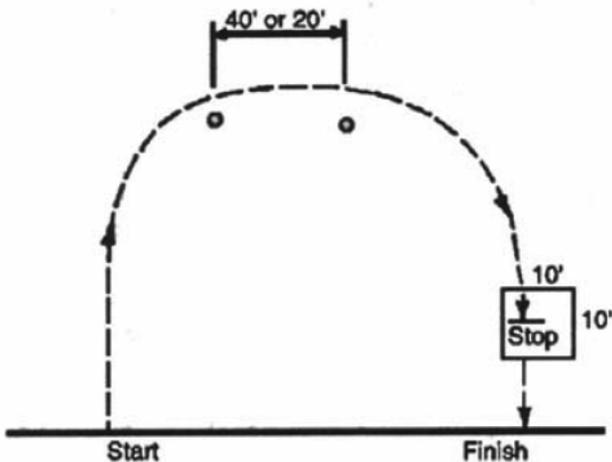
Keyhole Race

1. The course will be laid out with a limed keyhole on the ground with the opening of the keyhole facing the starting line.
2. The center of the circle should be 100 feet from the timing line.
3. The keyhole will be in the form of a broken circle 22 feet in diameter with a throat 5 feet wide. The angled sides are 5 feet long.
4. The horse will cross the timing line, enter the circle of the keyhole, turn around (in either direction) entirely within the circle of the keyhole, and recross the timing line.
5. Disqualification – Causes of disqualification include:
 - The horse stepping over the chalk line at any point.
 - The horse turning around in the throat of the keyhole rather than in the circle.
 - Failing to complete the pattern.
 - Failing to start or finish between the two markers.



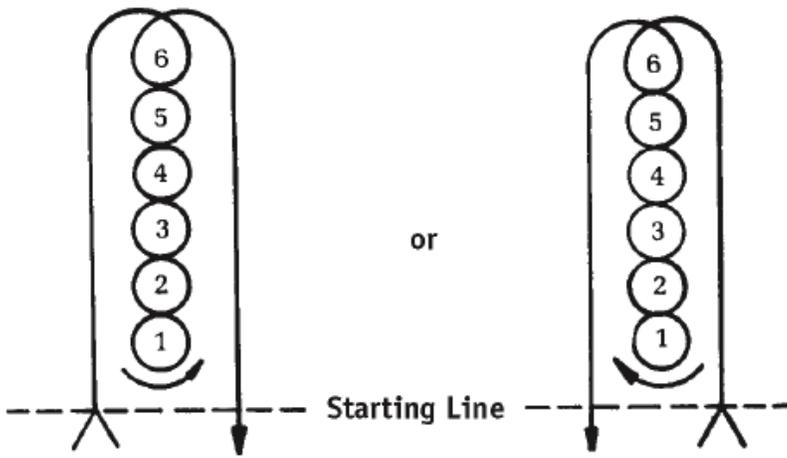
Handy Horse

1. The rider proceeds from the starting line around both barrels into a limed square. The rider must stop in the square, stay there five seconds, and then cross the finish line. The ring official will start timing when horse/pony/mule enters the square and will give an audible signal to the rider when five seconds have elapsed.
2. When riders hear the "Go" signal, they race across the finish line. The judge will determine if the horse stayed in the square and between the barrels. A whistle is recommended to give the "Go" signal. Time should not start until all four hooves are in the box. The judge shall signify when the horse is in the box.
3. A rider may be disqualified for knocking over a barrel or failing to keep horse in the square the required five seconds (stepping on the line is considered stepping out of the square). After the five seconds and the go signal is sounded, the box shall not be a determining factor for disqualification.
4. See pattern below. Distances are optional except for the size of the square and space between barrels.



Pole Bending

1. The pole bending pattern (see figure below) is run around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line. The first pole is to be 21 feet from the starting line.
2. Poles (stakes) shall be approximately 1½ inch in diameter and of a safe material that will not splinter. Each shall be from 6 to 7 feet high, with a safe, stable stand for ballast. Each shall be painted so that it is easily distinguished from the background (rail, tanbark, etc.). Official base should be 12 to 14 inches in diameter.
3. Exhibitors may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
4. Disqualifications:
 - Turning pole wrong way.
 - Running off course-not staying on pattern.
 - Falling of horse or rider.
 - Not having a visible number on.
 - Use of prohibited equipment.

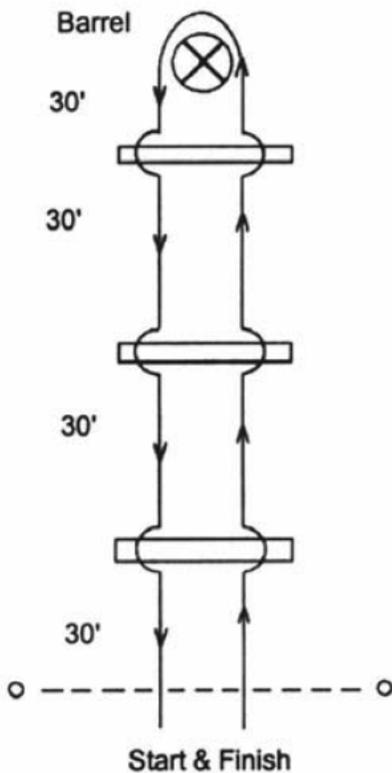


Ribbon Race

1. Two riders hold a three-foot ribbon as they race around a barrel or pole set at the far end of the arena.
2. Losing or breaking the ribbon results in disqualification.

Scurry

3. There will be three jumps, each 18" high, spaced thirty (30) feet apart, parallel to each other and to the start/finish line. The first jump shall be thirty (30) feet from the start/finish line and the third jump 30 feet from the barrel. Jumps are recommended to be 4"x4" and at least 12 feet long.
4. Standards should be such, when possible, that the poles do not roll off on their own.
5. Rider will cross starting line, jump all three jumps, then around barrel, again jump all three jumps and cross finish line.
6. Rider may run the course to the left or to the right.
7. Knockdown of any jump is a two (2) second penalty for each.

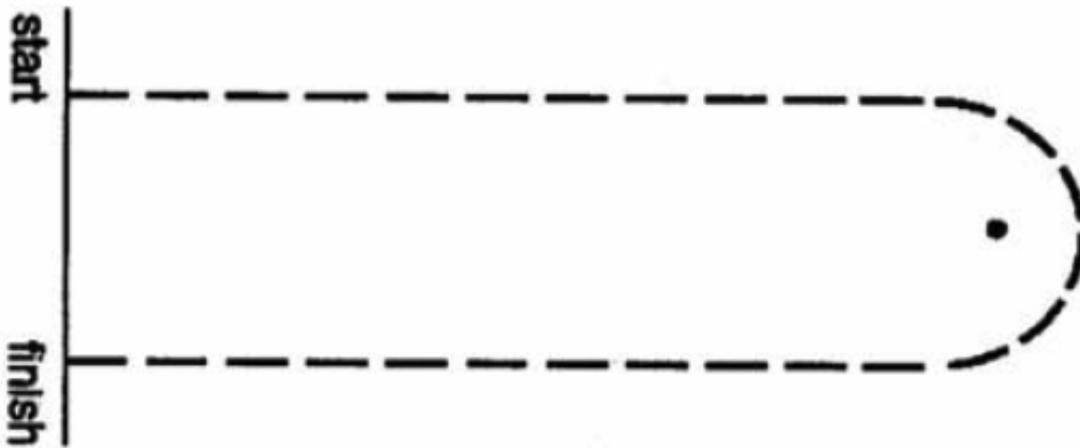


Single Pole

1. One pole is placed one hundred (100) feet from the starting line, in the center of the arena. Horse crosses starting line on run, rounds pole from either direction and crosses finish line.
2. Disqualification results from the rider holding up pole with their hands, or knocking pole down

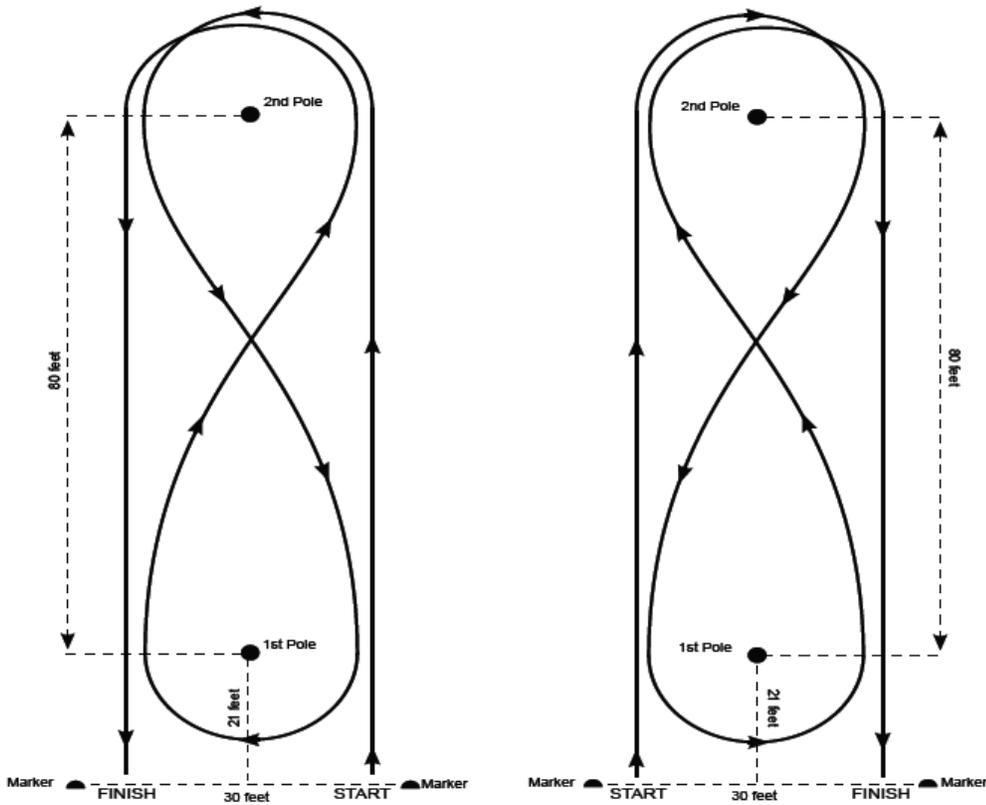
Stake Race

1. The start and finish line is 20 feet wide in the center of the arena and marked by two cones.
2. A pole is set 40 feet from the start line toward each end of the arena, so they are set 80 feet apart.
3. Start by crossing the start/finish line between the cones, run a figure eight around the upright poles and finish by crossing the start/finish line again and closing the eight.
4. At the first pole, the contestant may go left or right, just so the figure eight is run.
5. Rider will cross starting line, jump all three jumps, then around barrel, again jump all three jumps and cross finish line.



Speed and Action

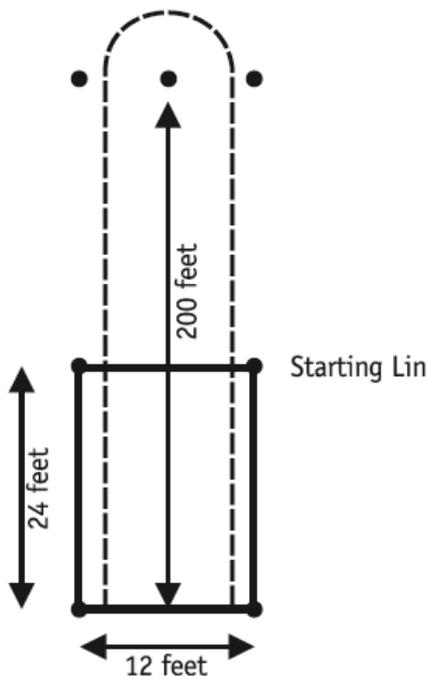
1. Seven kegs or markers are needed. Using four of the kegs or markers, form a 12-foot by 24-foot box and mark lime lines between the kegs or markers on the 24-foot side. One 12-foot side will be on the starting line. The three remaining kegs or markers are to be placed at 7-foot intervals (from center to center) in a straight line parallel to and 200 feet from the starting line. These three kegs or markers must be at least 25 feet away from any fence.
2. The horse and rider are to start and end the course completely within the box. They may also start the course by entering through the top of the box (that is, by running through the box). Timing begins when the entry leaves the box and stops when the entry re-enters the box. The rider rides through the box to the kegs or markers 200 feet away, rides through two kegs or markers, circling the center one and returning to the box. The rider must stop within the square of four kegs or markers.
3. There will be a 5-second penalty for each keg or marker knocked over.
4. Spinning to a stop more than 90 degrees in the box, as determined by the judge, will result in disqualification.
5. Disqualifications – Causes of disqualification include:
 - Stepping over the line of the box at the end of the pattern.
 - Not stopping forward motion in the box.
 - Spinning to a stop



Straight Barrels Race

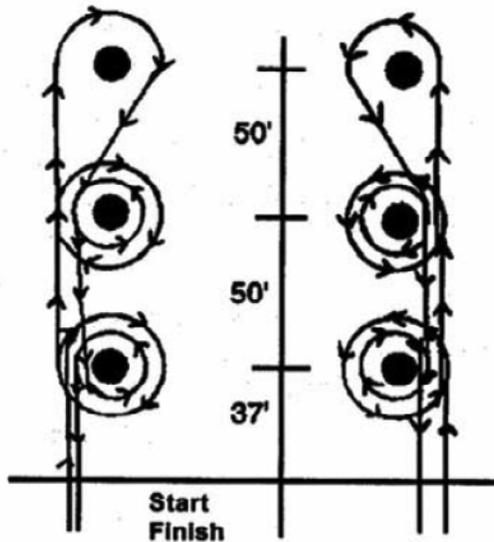
- Three barrels are set in a row. Horses may either turn to the left going down, turning the end barrel to the left, then turn barrels to the right on the return trip, OR horses may turn barrels to the right going down, turning end barrel to the right, then turn barrels to the left on the return trip. Course shall measure 37 feet from starting line to first barrel, and 50 feet between the next two barrels.

 - The end barrel should be at least 20' from the end of the arena wall/fence.
 - Pattern may be started from the right or left.
- Disqualification results for the horse turning barrel wrong way.



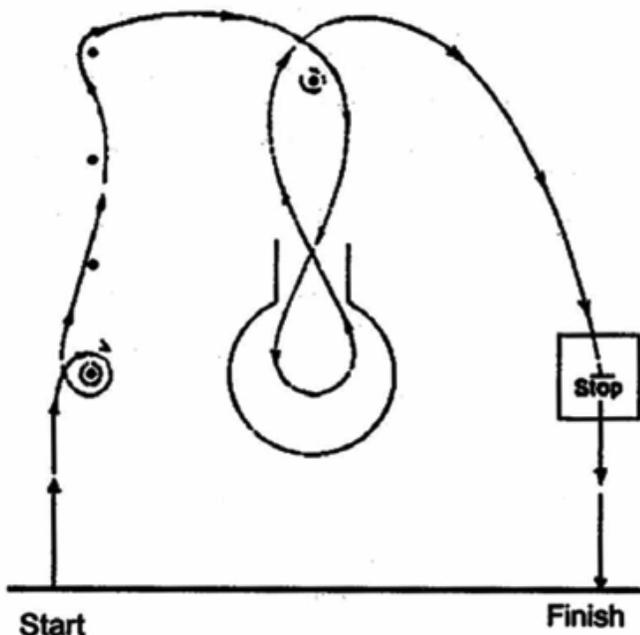
Texas Rollback

1. A barrel is located one hundred (100) feet from the start/finish line in the center of the arena. Horse/pony runs down, and goes on either side of the barrel. The horse rolls back, or turns 180 degrees the same direction as the side of the barrel it approached upon. The horse returns on the opposite side it went down and crosses the finish line.
 - The barrel should be twenty (20) feet from the side of the arena.



Combination Dash

1. This class is a combination of Flags, Pole Bending, Keyhole, and Handy Horse. A barrel with flag, three poles, barrel with container for flag, keyhole pattern and handy horse pattern are used.
2. Rider circles the barrel to the right and grabs the flag going on to the three poles weaving with the first pole on the rider's right. Continue on to the keyhole and rider may deposit flag going into the keyhole or coming out. Then rider proceeds to the handy horse box and waits 5 seconds and goes on to the finish line.
3. Disqualification results in the same items as outlined in Flag Race, Pole Bending, Keyhole and Handy Horse.



Safety for Driving

1. Never leave a hitched horse unattended.
2. Always have shafts the proper length for the animal. There must be adequate room for the animal's hind legs to move freely at an extended trot and still have the shaft's tips at the point of the animal's shoulder.
3. Never tie a horse by the driving bridle.
 - If necessary, slip a halter over the driving bridle and tie to the halter ring.
4. Be able to stop your horse with only the voice command "Whoa."
 - In a crisis, how willingly your horse listens and responds to voice commands can make a difference in whether there is an accident and how serious it is.
5. Always bridle the horse before hitching to the vehicle, and attach the reins immediately.
 - Remember, the bridle and blinders keep the horse from seeing behind.
 - The bridle is the last part of the harness to be removed.
 - Never remove a horse's bridle before taking the cart off the horse.
6. A checkrein that comes off can disturb a horse that relies on the checkrein for its head position and support.
 - Check the leather piece on a routine basis, making sure that the leather retainer and terret hook are working properly.
7. Always have the horse held while putting to a vehicle.
 - If you must hitch alone, keep reins in one hand while you control the shafts with the other.
 - Never back an animal between shafts that are on the ground.
 - Never hitch or unhitch in unfamiliar surroundings without a capable person at the animal's head.
8. Never leave the driver's reins unbuckled in case one rein drops while driving.
9. Never allow passengers to enter a vehicle until you are seated with reins in hand and never dismount while passengers are in the vehicle.
10. Pay special attention if your horse is swishing its tail.
 - If the driving reins get caught underneath its tail, the horse will be frightened, immediately clamp down its tail, tuck under its hindquarters, and jump forward or move erratically. If the tail comes down on the reins, immediately give the voice command "Whoa" without pulling back on the reins. Lean forward carefully, lift the tail from the hindquarters, and free the rein.
 - If your horse is a tail swisher, hold the reins a little wider or higher when the horse is swishing its tail and then resume the normal rein position when the tail is quiet.
 - If your horse is a constant tail swisher, it can be helpful to braid or knot its tail. Make sure there isn't some other source of discomfort, such as the crupper being adjusted too short.
11. When driving, always keep a safe distance from other vehicles, especially passing and lining up at the completion of a class.
 - If your horse misbehaves while standing, leave plenty of room behind and to the side of you when lining up.
12. To reverse direction, it is suggested that the horse be turned toward the center of the ring, cross diagonally to the other side of the ring, and proceed in the opposite direction at the ringmaster's direction.

13. When on the line, the attendant MUST dismount and stand at the head of the horse until it is called to perform on the rail.
14. A runaway horse with a vehicle attached is a potential weapon.
 - The horse will run faster and faster, bucking and kicking to get away from the danger behind.
 - It is very difficult to control a runaway, and you must approach with caution. The shafts of the cart can seriously injure a person and the horse.
 - You can avoid a runaway situation with careful handling, proper harnessing, and safe driving practices. A solid wall or corner can help stop a runaway horse.
15. In case of a runaway, all other drivers must move off the rail to the center of the ring and stay in their vehicles.
 - Most frightened horses tend to run the rail, looking for a way out.
16. Double check the axles and nuts every time you get in the cart. Always check the vehicle's tire pressure for a smoother ride for both driver and horse.
 - A wheel wrench and tire pump should always be close by. A loose tire could be a disaster!
17. The harness and vehicle must be in good repair and structurally sound. It is the responsibility of each competitor to ensure that harness and vehicle are in good repair and structurally sound. The turnout should be clean and fit properly; all metal furnishings should match, be secure and polished. Breastplates are appropriate with lightweight vehicles.

General Driving Rules

1. Judges should expect to see different styles and types of horses and movement, styles of driving, etc., in the driving classes. The judge should evaluate way of going relative to the style and type of animal, i.e., pleasure, park (saddle), draft type, etc. The judge should consider desired standards for breed types being shown.
2. The term "whip" is a traditional, but sometimes confusing euphemism. The person controlling the lines and whip shall be referred herein as driver.
3. The only person to handle the lines and whip is the driver. Assistance from attendant or any other person will be penalized. The driver shall sit on the right-hand side (offside) of the vehicle.
4. Either one- or two-handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent "feel" with the horse's mouth.

Driver's Attire

1. Protective Headgear Policy: All 4-H members must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.** It is the responsibility of the rider, parent, or guardian to see that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place.
2. 4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric,

embellishments or bling of any kind, including, but not limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.

5. Dark blue jeans without holes must be worn. A belt is required.
6. Riding boots or leather shoes with distinguishable heel must be worn.
7. Gloves (color optional, but brown is traditional).
8. Whip: While remaining seated, the driver must be able to reach the shoulder on the near side of the horse with the thong of the whip. Whip must be carried in hand at all times while driving. Proper driving whips should be used. Nonconventional whips (example: lunge whips or whips with lashes longer than those on conventional driving whips) should not be used and may be penalized.
9. Failure to wear appropriate attire will result in dropping of a ribbon group.

Driving Attendant or Header

1. Must be 16 years or older.
2. Must be on the vehicle or enter the ring when the line-up is called.
3. May assist in setting up the animal.
4. Stands two paces back from the horse's head and will remain there, except in emergency, until the judge's card(s) are turned in.
5. The header should not step back to allow judge in between horse and header.
6. All headers should be appropriately attired similar to driver.

Driving Equipment

1. A single animal hitched to an appropriate two- or four- wheeled vehicle is allowed. Breeching or thimbles may be used at the option of the exhibitor.
2. The vehicle must have a securely fastened footrest or basket, minimum 10 inches front to back (to help the driver maintain balance). For shorter children, you may need to attach another block securely as a foot brace.
3. Shafts
 - Equipped with singletree or trace hooks
 - Should reach nearly to the point of the shoulder
4. Wheels
 - Heavy-duty wheels—20 gauge or heavier
 - Wooden wheels
5. Standard bridle with or without blinders; however, blinders are strongly recommended. Cavesson or noseband that completely encircles the nose.
6. Driving harness. Pleasure, light, and fine harnesses are acceptable. A full-collar harness may be used; a breastplate is suitable with lightweight vehicles. No scotch collar or housing is permitted.
7. Optional Equipment
 - Running martingales optional with jog carts only; prohibited with any other vehicle. Martingales are prohibited with leverage bits.
 - Sidechecks optional with any vehicle; overchecks allowed only with jog carts. A jog cart is defined as a wooden or metal-framed, wire-wheeled vehicle with pneumatic tires.
 - Kicking straps.

8. Prohibited Equipment

- Racing sulkies and chariots.
- Driving vehicle with bicycle tires.
- Quarter boots.
- Twisted wire or wire bits.
- Tail appliances other than a regular low crupper.
- Wire chin straps, regardless of how padded or covered.
- Excessive ornamentation on harness, bridle, or cart shall be penalized.

Driving Bits

1. Animals used in driving may be fitted with a half-cheek bit with the mouthpiece being either jointed, straight bar or twisted, a butterfly driving bit, or a Wilson snaffle with two extra floating rings to which the cheekpieces of the bridle are attached. When a Wilson snaffle is used, the reins should be buckled through both rings. The Wilson snaffle can have flat or wire cheeks.
2. Other traditional bits, such as the Liverpool, Buxton (only with draft horses), elbow, butterfly, or post bit are acceptable. These bits must be used with a curb chain or strap. These bits may have a variety of mouthpieces, jointed, straight, or ported.
3. No type of bit-less bridles may be used in a driving class.

Types of Driving Bit

Liverpool Low



Liverpool Snaffle



Post Bit, Arch Mouth



Half-Cheek Single Twisted Wire



Butterfly French Link



Baxton Port Bit



Half-cheek snaffle



Military Elbow Driving Bit



Half-Cheek Mullen Mouth



Wilson Snaffle Bit



Driving Gaits

1. Halt – Horses and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, horses should stand attentive, motionless, and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.
2. Walk – A free, regular, and unconstrained walk of moderate extension is required. The horses should walk energetically, but calmly, with even and determined pace.
3. Collected trot – The pace is slower than the working trot. The neck is raised enabling the shoulders to move with more ease; the hocks are well engaged and maintain impulsion notwithstanding slower movement.
4. Working trot – The pace is between the collected and extended trot but is more round than the extended trot. The horses/ponies must go forward freely, unconstrained and balanced, engaging the hind legs with good hock action and maintaining impulsion on a light rein. The steps should be even with the hind feet touching the ground in the footprints of the fore feet.
5. Extended trot – The horses/ponies should lengthen their stride, covering more ground with each step, without their action becoming higher while remaining on the bit with light contact. The neck is extended and, with greater impulsion from the quarters, the shoulders are used more actively.
6. Rein back – Rein back is defined as a backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts: a) The horse must move backward at least four steps in an unhurried manner with head flexed and straight, pushing the carriage back evenly in a straight line. The driver should use quiet aids and light contact. b) Move forward willingly to former position using the same quiet aids.
7. Transitions – Changes of pace and speed must always be made quickly and smoothly but not abruptly and the horses/ponies remaining calm, light in hand, and in the correct position. The cadence of a pace should be maintained up to the point of the required transition.
 - Stock and hunter types will move with low strides, with little flexion of knees and hocks.
 - Pleasure type will move with rounded, medium strides, flexed neck with poll higher than withers, and will display forward reach and flexion of knees and hocks.
 - Saddle type will move with rounded strides and may display higher head carriage and action and more knee and hock flexion.

Reinsmanship (Driving Equitation)

General Regulations and Requirements

1. A driving class in which the entries are judged on the ability and skill of the driver (tests are required).
2. The horse is to be shown in a harness suitable to the vehicle used.
3. Drivers shall be required to rein back.
4. All drivers chosen for a work out may be worked at any gait requested by the judge and may be asked to execute a simple figure eight. If additional work is required, beyond a simple figure eight, the pattern must be posted thirty (30) minutes prior to class.

Class Procedure

Horses enter to the right (counterclockwise) at a working trot/intermediate gait, and work both ways of the ring at the flat-footed walk, working trot/intermediate gait and trot on/ increased intermediate gait. REVERSE will be executed on the diagonal at a walk or working trot from a designated corner at the direction of the ringmaster or judge. Drivers line up where directed. Horses must stand quietly in line.

Reinsmanship Tests

- Back four (4) steps and return to place in line.
- Drive a circle—size at judge's direction.
- Drive a figure-eight.
- Drive at an extended trot/increased intermediate gait.
- Negotiate a simple obstacle (i.e., drive between two (2) obstacles at a working trot or halt between two (2) given markers).
- Pivot (turn) with one wheel in place, left or right, at 90°, 180°, or 360°, at judge's direction.
- Back between two (2) markers.
- Drive at the extended flat-footed walk.

Judging Reinsmanship

- Judged as an equitation class on hands, proper harnessing and hitching, and correct driving techniques. Driver should be able to change gaits quickly, smoothly, and unobtrusively while always maintaining contact and using correct driving techniques.
- 75% on handling of reins and whip, control, posture, and overall appearance of the driver.
- 25% on proper harnessing and hitching, condition of horse or pony, harness and vehicle, and neatness of attire.

Driver Specifications

Mounting

The driver may mount from either side. A passenger or groom enters from and sits to the driver's left. Each type of vehicle has a safe method of mounting and dismounting.

Driver's Position

The driver's position on the seat must be secure, but not so stiff that any sudden movement will cause a loss of balance. Sit up straight with the arms slightly extended, elbows slightly bent and close to the body. Look ahead between the ears of the horse. Hold the reins with a light hand, keeping constant contact with the horse's mouth. Adjust the seat and foot board to allow the knees to be comfortably bent. The feet should be just far enough apart to maintain balance—one foot slightly ahead of the other rather than spread apart. The whip is held at the point of balance, resting on the forefinger and lightly in the palm of the hand by the lower three fingers.

Hands

Driving with either one or both hands is optional and neither is given preference.

Driving with Two Hands

There are three options for holding the reins.

1. Option 1: Reins held between thumb and index (first) finger (see Figure 3 on page 105).
2. Option 2: Reins held between index (first) finger and middle (second) finger (see Figure 5 on page 105).
3. Option 3: Reins go under little finger OR between ring (third) and little (fourth) finger, come out between index (first) and middle (second) fingers, then between index finger and thumb and down through fist. This position offers the most control (see Figure 7 on page 105).

Using the Hands – Hands are held close together with the bight (buckle) of the reins held by the little finger (see Figures on page 105). Holding this loop by the little finger of the left hand allows the left hand to control the reins and the right hand to control the whip. A rein loop added to the buckle (i.e., shoelace section) to put over the little finger is easier on small hands than holding the bight of the reins. The whip is held in the right hand at a 45 degree angle to the horse (see Figure 1 on page 105).

To Lengthen the Reins — Slide hands backwards and readjust bight.

To Shorten the Reins — Method is optional. Below are two examples:

1. Method 1: Spread hands apart until the bight is taut (if reins are short enough) and, maintaining even contact on the bit with the right hand, slide the left hand forward the required distance. Bring the right rein together with the left rein in the left hand; release the right rein from the right hand. With the right hand, take the right rein in front of the left hand, releasing the right rein from the left hand, and return hands to normal position.
2. Method 2: Put hands together with both reins in both hands with left hand directly behind right hand. Slide right hand forward to desired length of rein. Release reins from left hand and pick up left rein opposite right hand.

Driving With One Hand

In the Achenbech method of driving, all reins are in the left hand and most direction is done with the right hand, which also holds the whip (see Figure 2 on page 105). The left hand should be about seven inches in front of the center of the body, with the thumb pointed across the body, index finger extended, pointed slightly downward and to the rear. The near rein passes between the thumb and index finger. The off-side (right) rein passes between the second and the third fingers. Both reins are held firmly in the palm of the hand by the lower three fingers. The thumb is not pressed down on the rein except when a loop is taken up to turn a corner. The right hand, with the whip in palm, should always be ready to make any needed adjustment. The whip is held with the top well up, pointed across the body toward the horse's left ear.

Turning

Turns may be made by rotating the left hand and a slight movement across the body to the left or right, by taking a loop, or by using the right hand.

Turning Left by Taking a Loop

Right hand holds the left rein with the second, third, and little fingers. The right hand is in front of the left hand approximately six inches (depending on the sharpness of the turn). Bring the right hand back so that the rein forms a loop under the left thumb, which presses firmly down to hold the loop in position. The left hand is not moved forward as the loop is taken. Thumb releases loop when turn is completed (see Figure 4 on page 105).

Turning Right by Taking a Loop

Right hand takes hold of the right rein in exactly the same manner as above for turning left. The rein is held firmly under the left thumb until the turn is completed when the rein is released (see Figure 6 on page 105).

Turning Left by Using the Right Hand

The right hand is placed on the left rein slightly in front of the left hand. The rein is held lightly downward, and back-ward pressure is put on the left rein. The horse will then turn left. The right hand is removed from the rein as soon as the turn is completed (see Figure 8 on page 105).

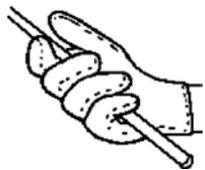
Turning Right by Using the Right Hand

To turn right, use the same procedure as above, with the right hand putting light pressure on the right rein, releasing it as soon as the turn is completed.

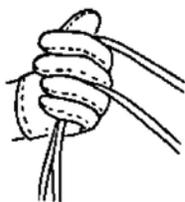
Shortening the Reins

The right hand takes hold of both reins in front of the left hand: right rein between the ring and the little finger; left rein between the first and second fingers (see Figure 10 on page 105). The fingers of the left hand are relaxed to allow the reins to be pushed back between them by the right hand. When reins are shortened sufficiently, the fingers of the left hand are closed on the reins again and the right hand is released. Using this method, contact with the horse's mouth is not lost.

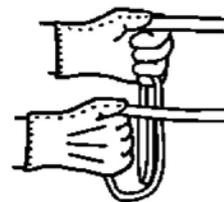
1 Hand Position for the Holding Whip



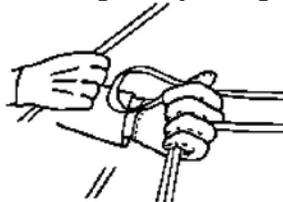
2 Driving with One Hand



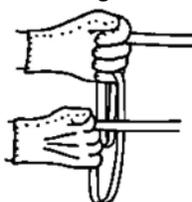
3 Holding the Reins - Option 1



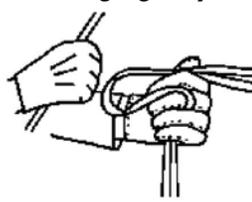
4 Turning left by taking a loop



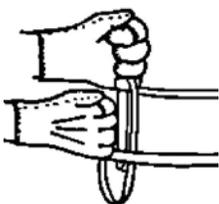
5 Holding the Reins - Option 2



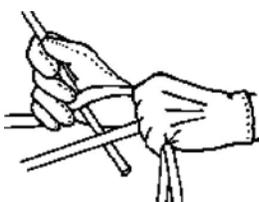
6 Turning right by taking a loop



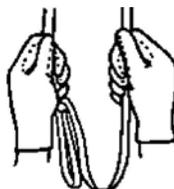
7 Holding the Reins - Option 3



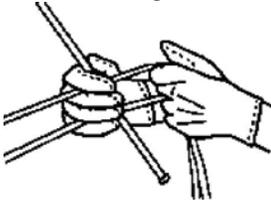
8 Turning left by using the right hand



9 Holding the Reins - view from above



10 Shortening the reins



11 Holding the whip view from above



Pleasure Driving

Class Procedure

Horses enter to the right (counterclockwise) at a working trot/intermediate gait and work both ways of the ring at the flat-footed walk, working trot/intermediate gait and trot on/ increased intermediate gait. Extreme speed and/or extreme high action due to length of foot, pads, and/or weighted shoes will be penalized. Reverse is executed on the diagonal at a walk or working trot from a designated corner at the direction of the ringmaster or judge.

Drivers must line up in the center of the ring at the direction of the judge. Horses must stand quietly in line. Headers (or grooms) are allowed, but must stand five (5) feet in front of horse and not touch the animal except in an emergency. Horses must back readily four (4) steps. Horses will be shown on the rail except when passing or reversing. Slower animals should use the inside track. Driver must maintain sensitive contact with horse's mouth at all times.

Judging Pleasure Driving

The pleasure driving horse should have basically the same general qualities as the pleasure saddle horse. Special emphasis is placed on the flat-footed walk and the pleasurable of the ride for the driver. The horse should be in balance with a head and neck carriage typical of its breed or type, should be light-mouthed, and have a free way of moving. At all gaits, it must work in form (i.e., head held quietly, mouth closed, and legs working beneath itself). The traces should be steady at all times, demonstrating consistency of forward motion and that the horse is pulling from the traces, not from the mouth or saddle. Erratic movements are highly undesirable. Hesitation or breaking stride will be penalized.

- 70% on manners, performance, condition, style, and way of going.
- 20% on fit, condition, and appropriateness of harness and vehicle.
- 10% on animal's conformation and driver's neatness and attire.

Optional Pleasure Driving Classes

1. Pleasure Driving – Turnout: A pleasure driving class in which entries are judged primarily on the performance and quality of each turnout. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. To stand quietly and to rein back. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge, and may be asked to execute a figure eight and/ or perform other appropriate tests.
 - 40% on performance, manners, and way of going.
 - 30% on condition, fit and appropriateness of harness and vehicle.
 - 15% on neatness and appropriateness of attire.
 - 15% on overall impression.
2. Pleasure Driving – Working: A pleasure driving class in which entries are judged primarily on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. To stand quietly, both on the rail and while lined up, and to rein back. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure eight.
 - 70% on performance, manners, and way of going of the horses.
 - 20% on the condition and fit of the harness and vehicle.
 - 10% on neatness of attire.

MISCELLANEOUS CLASSES

Costume Class

Management should state upon what basis the class is judged (prettiness, originality, most authentic, etc.). Performance should be taken into account. Each exhibitor should be appropriately attired in the costume of their choice and carry out the theme of the class. Pairs may be entered as a single entry, but awards will not be doubled. No skits or acts will be allowed. The exhibitor's back number must be clearly visible by the judge. Whenever possible, the management should ask each exhibitor to provide a description of their outfit and the era to be depicted.

Egg and Spoon

Each exhibitor is given one egg and one spoon. Suitable tableware should be used, with all of the spoons being of similar size. It should be allowable to hold the egg in place with the thumb until the class is officially started. The exhibitors are then to hold the spoon by the handle and not touch the egg. Exhibitors should, before the start of the class, be informed that they can be disqualified for holding the egg with their fingers or thumb.

Exhibitors shall be asked to walk, jog or trot, and canter or lope both ways of the ring. Entries will be eliminated and brought to the center of the ring as they drop their eggs. The judge may ask for exhibitors to back, halt, reverse at any gait (when numbers ensure safety), or ride without their stirrups until all entries have dropped their eggs. Winners will be placed in the reverse order in which they were eliminated. Tack is optional, but attire should be appropriate and complete for the style of riding. Bareback riding is not allowed. Exhibitors shall not be asked to place eggs or spoons in their mouths.

Musical Chairs

This class is run just as any game of musical chairs. Folding chairs, feed sacks, throw rugs, or anything to stand or sit on are placed around the arena. There will be one less sack than there are competitors. If music is available (in any form), this should be played, and the exhibitors are to continue moving at the required gait. When the music stops, the exhibitor should dismount and move to a chair or sack, and stand or sit. The exhibitor without a chair or sack is eliminated. If no music is available, then the ringmaster can give a signal "go" at the requested gait and then the signal to "stop." If a whistle is available, this is a good source of music. Exhibitors may be eliminated for not moving at the required gait or failing to move and continue moving while the music is being played. English or Western tack may be used and bareback riding may be permitted.

Pleasure Pairs

1. Pairs may be shown in hunt seat, saddle seat, or Western tack and attired in accordance with the rules of the pleasure class in the respective riding divisions.
2. Class entry will consist of two horses or ponies and two exhibitors.
3. Entries are to be shown abreast at a walk, jog or trot, and lope or canter, both ways in the ring. Horses may be asked to back and stand quietly. Judges may request additional tests.

Precision (Command) Pattern Class

1. Horses will be judged on their ability to perform a prescribed equitation type pattern with emphasis placed on execution of movements, manners, responsiveness to the rider, precision, and exactness of pattern. Cones will be used to denote movements within the pattern. A pronounced time limit will be imposed on all patterns. Horses will not be required to do flying lead changes.
2. Rider's equitation will not be evaluated.
3. Horses may be exhibited in either Western, hunt seat, or saddle seat tack and attire, but a mixture of tack and attire is prohibited, with the exception of boots. Entries must conform to appointment rules for their respective divisions. Second, the command of execution is given, which tells the riders to do it.

Versatility

1. This class is designed to motivate riders to broaden their riding skills and interests and to create an opportunity for riders to develop new skills and further train their horses. The versatility class is especially designed for more advanced riders with versatile animals.
2. The class consists of four divisions, with each division being run in accordance with 4-H Horse Show Guidelines for the particular class. Two of the divisions should be Western Horsemanship and English Equitation (either hunt seat or saddle seat). The other two divisions should be chosen from classes in this manual as events of interest to the majority of the exhibitors in the show and audience. Recommended classes are trail class, reining, hunter hack, barrels, pole bending, or driving.
3. Management should remember that this class has four divisions and may take a long time to run if entries are not limited. Each rider must show and use the same horse in all four events. Judges should place each class separately and give points to the award winners. Points should be totaled for all four events to determine the overall awards. All changes of tack and attire should be done in the arena.

Drill Team Competition

Each drill team should work as a unit. Each team will follow a prescribed routine and will be judged on uniformity of entry (size of horses and riders, personal appointments, etc.), precision, ease of executing routine, control of mounts, and the equitation skill of the riders as it reflects on the overall quality of the performance. Voice commands can only be given by one of the team members. Music is encouraged if the team makes the necessary arrangements with the management. Only one pattern should be used in any one class.

Tack and Attire

1. Refer to Western, hunter, or saddle seat type tack and attire requirements. All team members must use the same type of tack and attire. Western type drill teams may use one or two hands on reins.
2. Mechanical hackamores, gag bits, draw reins, tie downs, any type martingale, cavesson noseband in Western bridle, crop or whip, and protective leg wraps or boots are prohibited in drill team competition.

Definitions for Drill Teams

1. Leader: The leader or director can either ride at the head of the column, or he or she can ride on the flank and give commands that are repeated by another leader riding at the head of the column.
2. Commands: Commands are given in two parts. First, the command of preparation is given, which tells the riders what to do.

3. About: Indicates that when the movement is completed, the riders will be moving in the opposite direction from the original one.
4. Column: A file of riders, one behind the other.
5. Distance: The space between riders when measured from the front of the column to the end of it. The normal distance is four feet from one horse's tail to the nose of the horse behind him.
6. Decrease the front: Reducing the number of riders riding abreast.
7. Increase the front: To change the formation so that the number of riders riding abreast is increased.

Scoring Procedure

Judging will be based upon the following:

- Ability of team to perform together in unison and precision during the pattern 40%
- Seat, hands, position, and general appearance of the riders 30%
- Grooming of mounts 20%
- Uniformity of mounts (as to size and type) and appointments 10%

Credit should be given for change of pace, theme, originality, timing the maneuvers to appropriate places in the music, and degree of difficulty. Degree of difficulty can only be rewarded if done well and marked down if done poorly. Extra credit should be given for new and innovative maneuvers.

Failure to perform all the required maneuvers or failure to complete the pattern within the time limits will result in no score.

General Regulations

1. Each drill team will be made up of at least two members and no more than eight members. In judging, credit should be given to drill teams with larger numbers of members.
2. Voice commands can only be given by one of the team members.
3. The arena may be marked like the dressage arena or markers (cones) may be used.
4. Western-type drill teams may use one or two hands on the reins.

Program Selection

1. The program is left to the creativity of the drill team. The minimum maneuvers required include:
 - Trot, lope off of the rail
 - One change of lead (either simple change or flying change)
 - Change of direction
 - Back
 - One stop each from a trot and a lope
2. Additional maneuvers and repetitions of required maneuvers are appropriate for the drill team program.
3. The time limit is two to four minutes.
4. Drill teams are encouraged to set their program to music. Music selections may be edited and combined to fit drill team pattern and time requirements. Drill teams must provide their own music.
5. Each drill team is required to provide the judges with a written program at least one hour prior to the class.

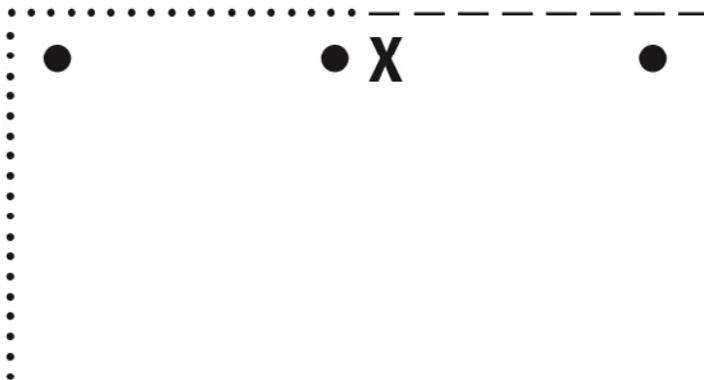
MINIATURE HORSE DIVISION

- 4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in a disqualification.
- Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
- A solid, plain, front button or snap long-sleeved shirt of any color (including white) may be worn. The following is prohibited: personalized logos or personalized embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including but not limited to sequins, rhinestones, chains, etc. Shirt must be tucked in.
- Dark blue jeans without holes. A belt is required.
- Western boots must be worn. (Fashion heels are prohibited.)
- Western hats are required.
- Spurs are permissible. Spurs must be dull and the rowels free-moving.
- Chaps, ball caps, tank tops, T-shirts, or jersey type shirts ARE NOT to be worn.
- Failure to wear appropriate attire will result in dropping of a ribbon group.

Miniature Horse Halter

Horses to be shown in halter at a walk and trot. Judge to ask for horse to walk past them and trot away; horse to turn 90 degrees making an "L" and continue to trot into line up. This allows the judge to view the movement from the front, back, and side.

1. The miniature horse is to be shown to its best advantage. It is preferred that the horse stand square. The judge at his or her discretion may ask to have the horse stand square, which means all four feet are flat on the ground and at least one front and one rear cannon bone perpendicular to the ground.



Judge **X**

Walk — — — — —

Trot

2. Horses may be clipped or shown in full coat.
3. Horses may be shown with or without polished hooves.
4. Horses must be serviceably sound, in good condition, and well-groomed. Transmissible weakness and unsoundness to be penalized.
5. No whips and/or crops are allowed in halter classes.
6. In halter division any type halter is permissible.

Miniature Horse Showmanship at Halter

Only the handler is judged. The horse is merely a prop to show the showmanship ability of the handler.

Showing the Horse:

1. Leading
 - Enter ring leading animal at an alert walk in a counterclockwise direction.
 - Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in left hand.
 - The horse should lead readily at a walk.
 - After judge has lined up the class in front of spectators, he or she will call on each exhibitor individually to move his or her horse individually.
2. Posing
 - When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
 - Pose your horse with his feet squarely under him.
 - Do most of your showing with the lead strap.
 - Never touch or kick the horse's leg into position.
 - Do not crowd the exhibitor next to you when in a side-by-side position, or in front of or behind you when lined up head to tail.
 - When judge is observing other animals, let yours stand if posed reasonably well. Be natural. Over showing, undue fussing, and maneuvering are objectionable.
3. Poise, alertness, and merits
 - Keep alert and be aware of the position of the judge at all times. Do not be distracted by persons or things outside the ring.
 - Show the animal at all times.
 - Be courteous and sportsmanlike at all times.
 - Recognize quickly and correct faults of your horse.
 - Respond quickly to requests from judges and officials.
 - Keep showing until the entire class has been placed and excused from the ring.
 - A judge may ask an exhibitor questions (Example: exhibitor number, horse's age, body parts of horse, etc.)

Miniature Hunter and Jumper General Rules

1. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course.
2. All jumps in hunter and jumper courses must be numbered on the course in order of sequence.
3. The minimum age for a horse to enter the jumper or hunter class is 3 years old.
4. The person showing a jumper or hunter cannot jump the course with the horse.
5. Hunters and jumpers may show with braided manes and tails in the manner of their larger counterparts.
6. Judge(s) shall walk hunter/jumper course with designer and exhibitors prior to start of class.
 - All jumps used in performance classes must be collapsible.
 - Keep showing until the entire class has been placed and excused from the ring.

- A judge may ask an exhibitor questions (Example: exhibitor number, horse's age, body parts of horse, etc.)

Hunter Class

Hunter Course Design

1. Hunters are to be judged on style, manners, and way of going with preference given to those miniatures who cover the course at an even pace, with free flowing strides, as in a brisk trot or canter, but must maintain same gait throughout course.
2. Sample courses to be provided to show management.
3. Jumps must be a minimum height of eighteen (18) inches and maximum of twenty-four (24) inches.
4. There will be a minimum of four (4) obstacles, and miniatures are to make a minimum of six (6) jumps and a maximum of eight (8) jumps
5. Jumps must simulate those found in the hunting field, such as brush, stone wall, gate, white fence, chicken coop, oxer, and in-and-out.
6. In-and-out must never be placed at the beginning of the course.
7. Courses should be tried out so as not to make turns too sharp for an exhibitor or miniature.
8. In-and-out is considered one obstacle and scored as such.

Course Performance

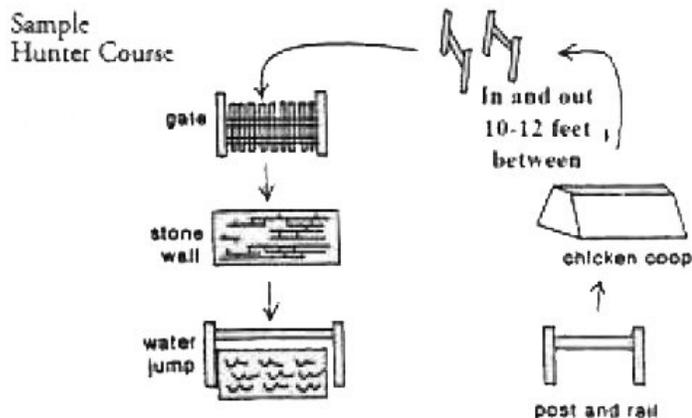
1. Hunters must demonstrate at least one, but no more than four, changes of direction.
2. Charging fences, or not maintaining the same gait throughout the entire course shall be penalized.
3. Upon completion of the entire class over jumps, finalists will be trotted past the judge(s) for soundness check.
4. Miniature shall not be required to re-jump the course.
5. Refusal of one element of an in-and-out requires the retaking of both elements.

Scoring

1. Major faults to be considered are: knockdowns, touches, refusals, bucking or kicking, spooking or shying, showing obstacle to miniature, or wringing tail.
2. Elimination
 - Three refusals
 - Off course
 - Crossing your own path
 - Fall of miniature or exhibitor
 - Jumping of obstacle by exhibitor
 - Carrying of whip
 - An unsound miniature
 - Jumping of obstacle before being reset
3. Major faults to be scored:
 - Knockdowns
 - Touches

- Refusals
- Bucking or kicking
- Spooking or shying
- Wringing of tail
- Showing an obstacle to horse
- Not maintaining an even pace

Sample Miniature Horse Hunter Course



Miniature Jumpers

1. Jumpers are judged on accumulated faults only, unless there is a tie, in which case there will be a jump-off. The jump-off is described on page 150.
 - Knockdowns – an obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way – 4 faults.
2. Refusals – stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred:
 - 1st refusal: 4 faults
 - 2nd refusal: 4 faults
 - 3rd refusal: disqualification
3. Circling – any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turn away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal) – 3 faults.
4. Elimination:
 - Three (3) refusals
 - Off course
 - Fall of horse and/or exhibitor
5. Jump-off:
 - All ties in a jumper class must be jumped-off.
 - The jump-off will be held over the original course.
 - The height of the jumps shall be increased not less than one (1) inch and not more than six (6) inches in height.

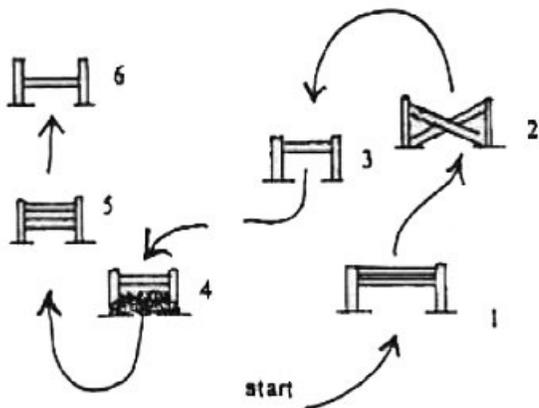
- The jump-off will be timed by a stopwatch and the horse that has the fastest time and the fewest faults in the jump-off round will be declared the winner.
- An elimination in a jump-off does not eliminate the horse from final placings.
- Only two (2) jumps in the jump-off will be raised.

6. Jumps:

- There will be a minimum of four fences and a maximum of six fences.
- The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches).
- Jumps should be of attractive design but constructed of a material so as not to cause danger to the horse.
- All jumps must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps, with the exceptions of an in and out.
- All jumps must have a ground pole.
- Jump standards may not be higher than 40"
- No wings or additions are allowed outside the jump standards.
- All jumps in hunter and jumper courses must be numbered on the course in order of sequence.
- An In-and-Out Jump is considered one obstacle and scored as such. Refusal of one element of an In-and- Out Jump requires the retaking of both elements. The distance between the two jumps of an In-and-Out Jump should be 10-12 feet. An In-and-Out Jump should never be the first jump in the course.

7. Whips may be carried in jumping classes

Sample Miniature Horse Jumper Course



Pony or Miniature Trail In-Hand

General Rules for Pony or Miniature Horse Trail In-hand

1. Pony or miniature to be shown in a halter with appropriate lead. Halters with bits are permissible. Chain on the lead is permitted under the chin of the animal.
2. Exhibitor must maneuver the pony or miniature using the lead shank of halter only. Pony or miniature may not be touched by the exhibitor unless the judge or course designer instructs or if side passing is required. Whips or crops are prohibited. Exhibitor may be requested to lead from either side. An exhibitor may show more than one entry in this class. Tying up of long tails is permissible in this class.
3. In miniature trail in-hand, baiting to encourage a pony or miniature to perform one of the obstacles is not allowed. Any baiting in such class shall result in a disqualification.

Trail Course for Pony or Miniature Horse Trail In-hand

1. Trail In-Hand animals are required to work over, under, and through obstacles. Failure to attempt to negotiate obstacles in prescribed order will result in disqualification.
2. Obstacles should simulate conditions normally encountered at the ranch, shows, open trails, or parades. Unnatural or "horror" obstacles should be avoided.
3. Course to include a minimum of six (6) and maximum of ten (10) obstacles, with a minimum of one (1) obstacle from three (3) different categories listed on page 152.
4. Course designer must keep in mind both the size of the ponies or miniatures as well as its safety. Care in preparing the course should be exercised to prevent direct advantage to either a small or large animal. Ingenuity in adapting and combining various obstacles will lend itself to courses pleasing to both exhibitors and judges. To include a walk and jog of suitable duration to determine the way of going. Lope or canter may also be included in miniature classes, but are not allowed in pony classes.
5. Speed is not to be used to determine placing, though excessive delay while approaching obstacle is to be penalized. Judges are encouraged to advance on to next obstacle any entry taking excessive time at an obstacle. A time limit may not be placed on the course as a whole or on individual obstacles.
6. Entries will be evaluated on responsiveness, willingness, and general attitude. Entries should demonstrate the control, calmness, and sensible attitude of the ideal trail pony or miniature horse.
7. All poles used on course raised off the ground shall be made of PVC pipe with a minimum diameter of 2"
8. The judge and course designer shall walk the course with the exhibitors.

Obstacles for Pony or Miniature Horse Trail In-hand

1. Walk Overs/Work Over
 - Bridge
 - Tarp
 - Water
 - Single horizontal pole with maximum height of 8"
 - Deflated inner tubes (may choose to step on or in)
 - Multiple walk-over poles with 6" maximum individual heights
2. Unders/Work Under
 - Clothesline with clothes hanging up.
 - Light pole suspended at a minimum height of four inches above the back of the tallest pony or miniature.
 - Canopy.
3. Back through:
 - Backing through an L.
 - Back around a barrel, a pair of barrels or other visible obstacle.
4. Serpentine:
 - Proceed at requested gait, through a pattern such as in and about of a series of poles or pylons. Any gait may be requested.
5. Jumps:
 - Individual jump not exceeding 18" if animal only is to go over. Exhibitor goes around jump.

- Multiple jumps should not exceed 12" in height and should be 3' to 4' apart.
 - If both pony or miniature and exhibitor are required to go over the single jump, it should not exceed 12" in height. In Pony Trail In-Hand exhibitor not to jump.
 - Ground poles are recommended for all jumps.
6. Daily chores:
- Negotiate a gate.
 - Carry an object from one part of the arena to another.
 - Lay a saddle pad, blanket or sheet on horse's back.
 - Brush tail.
 - Go through motions of measuring height at the back with a yard stick or tape measure.
 - Load in trailer or chute.
7. Control obstacles:
- Stand miniature or pony in circle and turn on fore- hand and/or hindquarters.
 - Sidepass either or both directions

Scoring Trail In-Hand for Pony or Miniature Horse Trail In-hand

1. Each obstacle should receive an obstacle score and is subject to a penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from plus 1 ½ to minus 1 ½; -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.
2. Penalties should be assessed per occurrence as follows:
 - a. One-Half (1/2) Point Penalty
 - Each tick of log, pole, cone, or obstacle.
 - b. One (1) Point Penalty
 - Each hit of or stepping on a log, pole, cone, or obstacle.
 - Break of gait at walk or jog for two (2) strides or less.
 - Both front or hind feet in a single-strided slot or space.
 - Skipping over or failing to step into required space.
 - Split pole in lope-over.
 - Failure to meet the correct strides on trot over and lope overs.
 - c. Three (3) Point Penalty
 - Break of gait at walk or jog for more than two (2) strides.
 - Out of lead or break of gait at lope/canter (except when correcting an incorrect lead).
 - Knocking down an elevated pole, cone, barrel, or plant obstacle or severely disturbing an obstacle.
 - Stepping outside the confines of, falling or jumping off an obstacle with one foot.
 - d. Five (5) Point Penalty
 - Dropping slicker or object required to be carried on course.

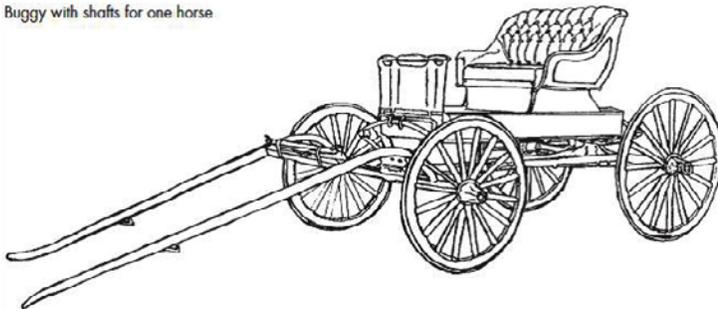
- First or second cumulative refusal, balk or attempt to evade an obstacle by shying or backing more than two (2) strides away.
 - Loss of control or letting go of gate.
 - Stepping outside the confines of, falling or jumping off an obstacle with more than one (1) foot.
 - Blatant disobedience (kicking out, biting, rearing, striking).
 - Use of either hand to instill fear or praise.
- e. Disqualification:
- No attempt to perform an obstacle.
 - Equipment failure that delays completion of pattern.
 - Touching the horse on the neck to lower the head or use of free hand to instill fear or praise.
 - Failure to enter, exit, or work obstacle from correct side or direction.
 - Third refusal, balk, or attempt to evade an obstacle by shying or backing more than two (2) strides away.
 - Baiting to encourage performance.
- f. Off pattern: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, lead or diagonal, or overturning more than turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault

Miniature Horse Driving

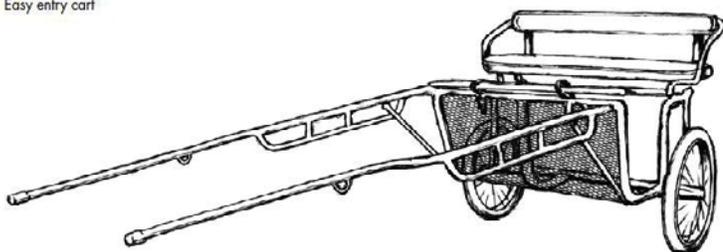
Miniature Horse Driving Equipment

1. Appropriate two-wheeled vehicle, stable and in good repair.
2. Standard bridle with or without blinkers; however, blinkers are strongly recommended.
3. Snaffle or driving bit (see types of driving bits). Bits may be covered with rubber or leather.
4. Cavesson or noseband that completely encircles the nose.
5. Whip – the thong of the whip must be long enough to reach the shoulder of the near side of the horse. Must be carried in hand at all times while driving.
6. Driving harness – Harness must be of light type (no collars).

Buggy with shafts for one horse



Easy entry cart



Miniature Horse Driving

1. Open to any horse measuring 38 inches and under.
2. To be shown both ways of the ring at a flat-footed walk, a collected trot, and a strong trot. Vehicles must be of the two-wheel type and have a floor or basket. Animals will be asked to stand quietly in the line-up and back readily.
3. Miniature horses must not be shod.

Miniature Horse Pleasure Driving Class Procedure

1. Driving horses are to enter the ring counterclockwise (to the right) at a trot.
2. To be shown both ways of the arena at a walk, trot, and an extended trot.
3. Stand quietly in the line-up when the judge calls them into center ring, and to rein back when asked.
4. Overchecks and side checks should be slightly loose, not snug.
5. The head set should appear natural for the horse.
6. The walk is to be a free, regular, and forward moving four-beat gait.
7. The horse should walk energetically, but calmly, with an even and determined gait.
8. The trot is to be a balanced, easy moving, relaxed, two-beat gait demonstrating forward movement.
9. The extended trot is to be a clear increase in gait and length of stride. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement.
10. All gaits are to be performed in a smooth, relaxed, balanced manner.
11. Consistently showing too far off the rail and excessive noisemaking by exhibitors during the class shall be penalized according to severity.
12. Each horse shall be required to back readily and straight and stand quietly.
13. Excessive speed will be penalized.

Judging Miniature Horse Driving

- 60% on performance, manners, and "way of going" 30% on condition, fit, and appropriateness of harness and vehicle
- 10% on neatness, appropriateness of attire, and overall impression

Miniature Horse Obstacle Driving

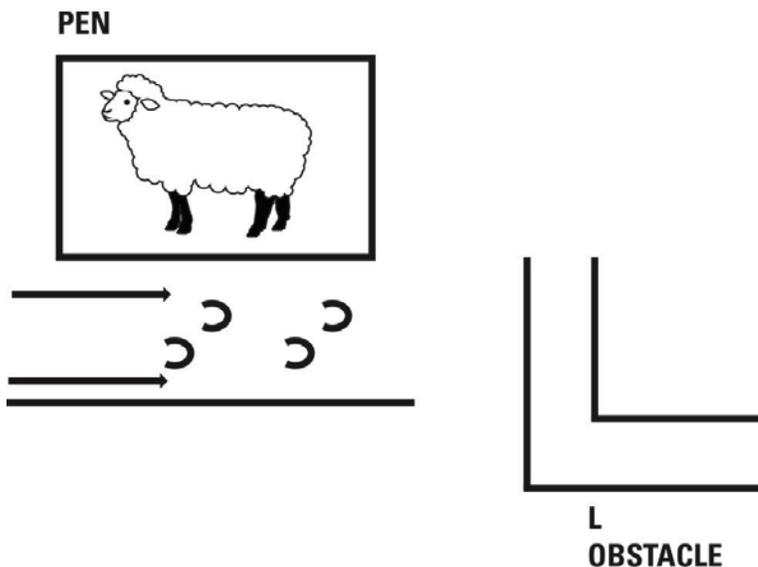
General rules for Miniature Horse Obstacle Driving

1. Horses must be at least three years old for obstacle driving.
2. Horse can only be shown by one exhibitor per class.
3. All obstacles must be numbered on the course in order of sequence.
4. Classes will be judged 100 percent on the manner of horse's performance through the course.
5. There is a 60 second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three obstacles shall be cause for disqualification.
6. Cantering is penalized in obstacle driving.

Obstacle requirements for Miniature Horse Obstacle Driving

1. Must be a minimum of five and maximum of eight obstacles.
2. Tires and stair steps are prohibited.
3. Jumps are prohibited.
4. Flat or square rails can be used.
5. In shows where more than one obstacle class is offered, at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
6. All obstacles should be safe for exhibitors as well as for horses.
7. Off course will result in elimination from the class and no points, ribbons, or awards will be presented. Off course is defined as:
 - Taking an obstacle in the wrong direction.
 - Negotiating an obstacle from the wrong side.
 - Skipping an obstacle unless directed by judge.
 - Negotiating obstacles in the wrong sequence.
 - No physically moving or coercing the horse by touching. It is to be the judge's discretion to disqualify.
 - Attendants interfering with the performance of the individual or equine.
 - Miniature horse leaving the obstacle course.
8. Suggested obstacles:
 - Back through or out of obstacle.
 - Drive through water or simulated water.
 - Put on and remove equipment (raincoat, saddle, etc.) from person or horse.
 - Drive through narrow passage.
 - Pick up an object (letter, umbrella, bucket, flag, etc.) and place it at a designated location.
 - Drive across bridge or simulated bridge.
 - Drive pattern created with poles, pylons (Figure 8, serpentine, cloverleaf, etc.).
 - Put wheel in circle, turn complete circle with horse not stepping in circle.

Examples of Obstacles



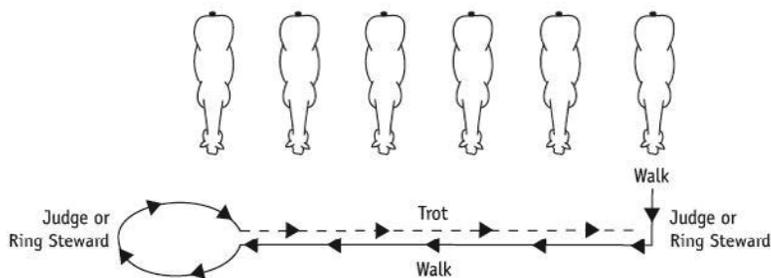
Draft Horse Showmanship

General Rules for Draft Horse Showmanship

1. Appointments of horse – Horse should be shown in a white rope halter or flat nylon or leather halter with matching lead strap or appropriate white lead. Manes and tails should be combed out or decorated. No deductions are to be given to mares and fillies whose manes and tails have been decorated in the showmanship decorating class.
2. Appointments of exhibitor – Exhibitors must be properly dressed, with neat, clean, and strong footwear. A hat, tam, or other headgear is optional. Exhibitors may carry show sticks, but abusive use of show sticks will be penalized. Mammoth donkey and heavy mule exhibitors may carry crops.
3. Appearance of horse
 - Condition and thriftiness – See the “Appearance of Horse” section in the Showmanship Division.
 - Grooming – See the “Appearance of the Horse” section in the Showmanship Division.
 - Tack - Must be clean, neat, supple, and properly fitted.

Showing the horse

1. Ring deportment/leading
 - Exhibitors should lead from the left side of the animal, holding the lead shank in the right hand about 6 to 12 inches from the halter. Smaller exhibitors may need a longer hold. Exhibitors of mammoth donkeys and heavy mules may carry a crop.
 - The turn is made to the right the same as with light horses, but the turn is a keyhole loop instead of a pivot or tight turn.
2. Actions
 - When moving, handlers should show off the animals’ knee and hock action. The action will be at a walk and a trot. Exhibitors of draft animals may use an adult trailer to make the horse move energetically forward when working individually for the judge. The trailer is selected by the exhibitor and must stay out of the way when not trailing.
3. Posing
 - When posing, draft animals should stand quietly with their hocks close together. Exhibitors may use show sticks or hands on the animals’ shoulders to help place the feet when posing and to keep the animal’s attention. When posing at the end of the pattern, draft animals are usually posed at a three-quarter angle to the judge and with the animal facing uphill. If showing with light horses, exhibitors should pose draft animals in the safest way possible.



Above Figure: Sample showmanship pattern for draft animals

Exhibitor Presentation

1. Attitude
 - Businesslike and friendly.
 - Cooperates with the judge, ring steward, and other exhibitors.
 - Concentrates on showing the horse and is not distracted by people and events outside the ring.
 - Courteous, attentive, and maintains a sportsmanlike attitude toward officials and other exhibitors.
 - Portrays confidence in the horse's training and in their own ability to present the animal.
2. Appearance
 - Properly attired, neat, and clean with strong footwear.

Scoring Draft Horse Showmanship

1. Scoring: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores:
 - +3 Excellent
 - +2 Very Good
 - +1 Good, 0 Average or Correct
 - -1 Poor
 - -2 Very Poor
 - -3 Extremely Poor

Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent

2. FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:
 - 90 –100 Excellent showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly, and precisely; demonstrates a high level of professionalism.
 - 80–89 Above average performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman that commits a minor fault.
 - 70–79 Average pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average showman that commits a minor fault.
 - 60–69 Below average pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. An average showman that commits two minor faults in the performance of the pattern. An excellent showman that commits a major fault.
 - 50–59 One major fault or multiple minor faults in the performance or presentation or position of exhibitor that precludes effective communication with the horse.
 - 40–49 Severe fault, two or more major faults, or multiple minor faults in the performance or the execution of the pattern and demonstrates a lack of handling ability and knowledge of correct body position.
 - 10–39 Exhibitor commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.

Draft Horse Showmanship Decorating

General Rules for Draft Horse Showmanship Decorating

In this class, youth exhibitors are required to roll their own animals' manes and tails and will be evaluated on their decoration skills. Senior exhibitors will have 20 minutes to complete this decoration. Junior exhibitors will have 25 minutes. An adult handler will be required to hold the horse, which may not be tied. Exhibitors must have all of the equipment they need with them as they begin this class. Exhibitors and handlers are not allowed to talk to each other or to anyone else during the class.

1. Showmanship Decorating Criteria Points
 - Appearance of horse.....50
 - Creativity.....25
 - Technique.....25
 - Total.....100

Criteria Explanation

1. Appearance (50 points)
 - The mane and tail are completed with attractive braiding, plaiting, and combing of the hair. The mane and tail enhance the animal's overall image.
2. Creativity (25 points)
 - Effective use of color, braids, plaiting, scotch straws and sprigs, rosettes, flowers, and ribbons.
3. Technique (25 points)
 - The mane and tail maintain their appearance due to proper, firm application of skills in the decorating process. The tail stays up and the mane roll stays straight with rosettes in proper position.

Draft Horse Pleasure Driving

General Rules for Draft Horse Pleasure Driving

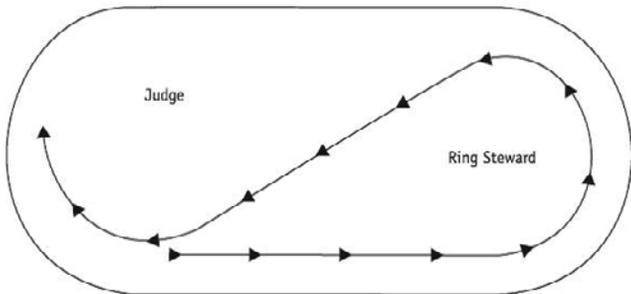
1. The draft horse pleasure driving class is judged on the animal's quality of gaits, manners, and responsiveness. One animal is shown hitched to a suitable two-wheeled vehicle. The harness and vehicle must be safe, clean, and in serviceable condition. The judge will dismiss any entry he or she feels is unsafe, whether the unsafe condition is due to equipment or to animal behavior.
2. No more than eight entries are permitted in the ring at the same time.
3. Larger classes must be divided into sections. If entries permit, this class may be divided according to either the height of the animals or the age of the drivers or in any other reasonable manner deemed appropriate by the superintendent.
4. Performance – All entries will perform all gaits in both directions of the show ring, reversing on the diagonal at the trot (see figure on page 123). All entries may be asked to back at the discretion of the judge. It is emphasized that this is a pleasure class and that a good entry is one that will provide a pleasant, responsive drive for a child driver.
5. Appointments – Drivers must be neatly and appropriately dressed. Gloves are encouraged. Protective Headgear Policy: [All 4-H members must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMET.] A whip must be carried in hand. An adult rider (swapper) is required for safety reasons.

Scoring Draft Horse Pleasure Driving

1. Movement.....60
 - Walking (10)
 - Trotting (30)
 - Backing (20)
2. Manners.....20
3. Responsiveness.....20
4. Total.....100

Criteria Explanation

1. Movement (60 points)
 - Walking (10 points) – True, brisk, and relaxed.
 - Trotting (30 points) – True, square, and brisk, but under full control at all times. Extreme speed will be penalized. Natural action is desirable.
 - Backing (20 points) – A smooth, collected, and straight back.
2. Manners (20 points) – The horse should be quiet on the bit, under control, and work willingly on command without being sour.
3. Responsiveness (20 points) – The horse should perform all transitions smoothly and willingly. The horse should back showing submission to the driver and in a straight line.



Reversing on the diagonal at the trot in draft horse pleasure driving.

Draft Horse Driving Reinsmanship

This class emphasizes the driver's ability to control his or her animal on the rail and through obstacles and other tests of driving ability.

1. Draft Horse Reinsmanship Criteria Points
 - Cleanliness and condition of horse, harness, and vehicle.....25
 - Rail work.....25
 - Driving pattern.....50
 - Total.....100
2. Criteria Explanation
 - a. Cleanliness and Condition of Horse, Harness, and Vehicle (25 points)
 - b. Horse is properly fitted, groomed, and conditioned with a clean, crisp appearance. Attention is paid to the cleanliness of harness and vehicle. Proper and safe vehicle trappings (such as slow-moving vehicle sign, side lamp, whip basket and tool kit) are allowed.

- c. Rail Work (25 points)
- d. Driving Pattern (50 points)
- e. Drivers will be required to complete a driving test consisting of one or more of the following maneuvers:
 - Drive through or around obstacles.
 - Perform a Figure 8 or turns within a 30-foot parallel, right and left, showing the consistency of the speed, willingness, and flexing of the horse on the turns.
 - Fan (sidepass the animal in one direction 90 degrees, then 180 degrees to the opposite side, then returning to the starting point showing control, willingness, and smoothness).
- f. Back up to a certain point or to back through obstacles.
- g. Appointments of driver and assistant driver or groom – Long pants, long dresses, skirts, and hard-soled shoes or boots are required. Ties, hats, gloves, and jackets are optional. Blue colored jeans, overalls, work shoes, shorts, dresses, and skirts are prohibited.
- h. Appointments of horse – Any clean, safe, and supple draft type harness with breeching is acceptable. Rolled manes and scotch knot tails (when tails are docked) are recommended. Whips are mandatory. The driver of the vehicle will hold the whip. Unnecessary paraphernalia in the vehicle is prohibited.
- i. Role of assistant driver or groom – Each exhibitor must have an adult assistant driver or groom on the vehicle. The assistant must not give any voice cues or handle the reins or lines while moving to control the horse except in an emergency. The assistant driver or groom may dismount and help pose the horse or team of horses when coming into the lineup, but should stand at least two paces from the team during other class procedures.

Draft Horse Driving Working Class

Single Criteria Points

- 1. Performance and manners.....25
- 2. Gaits (walk, trot, extended trot, jog trot).....50
- 3. Turnout of horse and vehicle.....25
- 4. Total.....100

Criteria Explanation

- 1. The driver has three minutes to enter the ring after the class is called. Each team is allowed up to two timeouts for a maximum combined allowance of seven minutes of repair time. When a breakdown occurs, the horse is pulled to the center of the arena and repair time begins when the assistant dismounts from the vehicle. Time ends when the assistant remounts the vehicle. Exhibitors will be excused from the class if the repairs cannot be done in the allotted time.
- 2. Gaits (50 points)
 - a. The horse or team will be shown at the walk and trot in both directions of the arena and will be reversed at both directions.
- 3. Performance (25 points)
 - a. The judge may ask all or part of the class to do any of the following work offs to help place the class:
 - Backing the vehicle.
 - Performing a Figure 8.

- Reworking any or all gaits, but must include work at both directions for any gaits used.
 - Be sure enough space is available for drivers to complete work offs safely. If space is tight, some of the class may be excused from the arena and then recalled.
4. Turnout of Horse and Vehicle (25 points)
- a. The horse is properly bitted, harnessed, and manageable to the vehicle.
 - b. The vehicle is properly hitched to the horse. Neat, clean, and of safe construction for the driver and groom or assistant driver.
 - c. Neat, clean overall appearance that is pleasing to the judge. No added decorations, sound utensils, or distracting elements on the horse, harness, driver, assistant driver, groom, or vehicle are permitted.

EQUESTRIANS WITH DISABILITIES (EWD) DIVISION

The objective is to provide an educational and therapeutic opportunity for physically or emotionally handicapped 4-H members to demonstrate their horsemanship skills.

General Rules for Participants in this Division

1. In addition to the below rules, refer to the AQHA web- site, www.aqha.com, for a more detailed section of rules, recommendations, and patterns.
2. Minimum participation age of 4th grade.
3. Participants are not eligible to enroll in classes other than those offered in the therapeutic riding division.
4. Management reserves the right to approve the suitability of animals entered in this division.
5. In riding classes, the following will be offered as separate levels:
 - Level 1: Riders who require a horse handler and one to two side walkers. A horse handler is an individual who is positioned at the horse's head for safety. The side walkers may assist the rider during mounting and dismounting.
 - Level 2: Riders who require a horse handler during the trotting phase of the class only. The use of a side walker is optional.
 - Level 3: Riders who ride independently. Assistance is prohibited. Unauthorized assistance will be penalized at the judge's discretion.
 - Riders will not be permitted to cross-enter riding levels.
6. All handlers and side walkers must be at least 16 years or older. A halter must be on the horse either over or under the bridle for use by the handler if needed. The handler must have suitable lead line in hand in case of need. Lead line may not be fastened to the bit. Handlers shall stand quietly as a group in a designated area of the ring unless their assistance is required and requested by the judge or ring steward.
7. Aides may not give commands to the rider or the mount, nor provide extra physical prompting except in case of emergency. However, special consideration will be given to the visually impaired, hearing impaired, or severely disabled rider.

Tack and Equipment Requirements

1. Protective Headgear Policy—All 4-H members must wear properly fitting protective headgear passing or surpassing current applicable ASTM/SEI (American Society for Testing and Materials/ Safety Equipment Institute) standards with harness secured while riding anywhere on the competition grounds. Harness must be secured and properly fitted. **NO HATS, SCARVES, ETC., ARE TO BE WORN UNDER THE HELMETS.** It is the responsibility of the rider, parent, or guardian to see that

the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. Any rider violating this rule at any time must immediately be prohibited from further riding until such headgear is in place.

2. **4-H armbands must be worn on the upper left arm or a chevron can be worn on the upper left chest. Failure to do so will result in disqualification.**
3. Failure by exhibitor to wear correct number(s) in a visible manner shall result in disqualification.
4. A solid, plain, front button or snap long-sleeved, collared shirt of any color (including white) may be worn. The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including but not limited to sequins, rhinestones, chains, etc. Shirt must be tucked in.
5. Dark blue jeans without holes. A belt is required.
6. Hard-soled shoes or boots are acceptable. Sneakers or other soft-soled shoes may be worn only with written permission of a physician.
7. Spurs are permissible. Spurs must be dull and the rowels free-moving.
8. Chaps, ball caps, tank tops, T-shirts, or jersey-type shirts ARE NOT to be worn.
9. Failure to wear appropriate attire will result in dropping of a ribbon group.
10. Style of tack is optional. Adaptive equipment may be used, but the rider may not be attached to the horse or saddle. Safety stirrups are advised.
11. All horses when ridden must wear a halter in a manner that does not interfere with reining of the horse. A halter must be on the horse either over or under the bridle for use by the handler if needed. All exhibitors should be able to hold reins.
12. Bits or bosal. A snaffle bit, curb bit or bosal/hackamore may be used no matter the age of the horse.
13. Except for snaffle hackamore or side pulls, only one hand may be used on the reins and the hand may not be changed. However, use of two hands will not be cause for disqualification, but will be scored according to severity
14. Exhibitors are allowed to hold the saddle with either hand without penalty.
15. Riders and their respective club leaders are responsible for assuring that proper and safe special equipment (such as a mounting ramp or block) is on hand to facilitate safe mounting procedures at all shows. Riders will enter the arena mounted in all performance classes.

GLOSSARY

1. ASTM-SEI – The American Society for Testing and Materials – Safety Equipment Institute; the organization that sets specifications for safety helmets
2. Bit – generally a piece of metal that is attached to a bridle and runs through the horse's mouth; used to signal the horse; bits are found in many styles and degrees of severity
3. Blinders/blinkers – Bridle part that blocks the horse's view to the side and rear
4. Bosal – braided rawhide or leather noseband used in lieu of a snaffle bit on horses ages five and under that curves around the nose and is knotted under the jaw; it is held on by a headstall and woven horsehair or rope reins are attached to the knotted heel of the bosal
5. Bradoon – a small snaffle bit designed for use in a double bridle
6. Breed standards – standards set by individual breed associations that describe the ideal representative of that breed
7. Bumping the reins – a light check and release of the reins
8. Cavesson – a noseband with two independent cheek pieces on the bridle
9. Conformation – the build of an animal; the structure, form, balance, and symmetrical arrangement of parts
10. Danger zone – the area directly in front of or behind a horse in which it is dangerous to stand because of the danger of being kicked, struck, or run over by the animal
11. Diagonals – refers to the forefoot of the horse moving in unison with the opposite hind foot at the trot; when posting, the rider should rise as the forefoot on the outside of a turn comes forward
12. Drop the bit – to remove the bit for the judge's inspection; always performed when the exhibitor is dismounted, usually before entering the ring or at the end of a class
13. Extended trot – Lengthened stride, covering more ground while remaining on the bit with light contact; greater impulsion from hindquarters
14. Fashion heels – heels on boots not designed for riding that may catch in a stirrup if a rider falls off a horse
15. Fault – a decrease in points in an over-fences class, due to an error by horse or rider
16. Gait – a way of going, either natural or acquired, that is characterized by a distinctive movement of feet and legs
17. Ground poles – poles placed on the ground that a horse and rider may be called upon to go over
18. Gymkhana – timed games on horseback with specific patterns and rules
19. Halfbreed bit – a curb bit with a 1½- to 2-inch port that often has a roller or cricket
20. Hunter hack – class in which a horse and rider are called upon to go over two jumps individually and then perform work on the flat as part of a group
21. Impulsion – To have impulsion, a horse must engage his hind legs and allow the energy to come through his elastic back
22. Judge – impartial person hired or appointed by the show management to evaluate the performance of exhibitors at a 4-H horse show
23. Jump cups – cup that holds a jump rail in place
24. Jump pins – pin that holds a jump cup to a jump standard

25. Kimberwick – a direct action English bit (see snaffle) that allows for the attachment of a curb chain, which can provide more of a leverage or curb effect
26. Lead (loping or cantering) – the foreleg that is reaching out the furthest at a lope or canter; when circling to the right, the horse should be on the right lead, that is, the right foreleg should reach out slightly ahead of the left foreleg
27. Lead chain – see “lead shank”
28. Lead shank – a chain, rope, strap, or combination thereof used for leading a horse
29. Lengthening of the stride – Increasing the distance covered by the horse in each stride, without a change in rhythm
30. Longe – the act of exercising a horse on the end of a longe line, usually in a circle
31. Longe line – line of not more than 30 feet long that may or may not have a chain at one end; used for longeing a horse
32. Lugging on the bit – the action of a horse that consistently pulls on the bit, against the rider or driver’s hands
33. Martingale – a device used to assist in the placement of the horse’s head; a running martingale is a type of tie-down attached to the reins, a standing martingale is a type of tie-down attached to the cavesson or noseband
34. Mullen – a bit with a straight or slightly curved mouthpiece that applies pressure across the horse’s tongue and bars only
35. Near side – the left side of a horse
36. Off side – the right side of a horse
37. Overcheck – a short rein passing from the bit to the saddle of a harness to prevent the horse from lowering its head
38. Over flexion – a head and neck position in which a horse flexes its poll such that the muzzle is carried in toward the chest in an excessive manner
39. Pelham – a one-piece bit equipped to handle four reins (two snaffle reins for guiding the horse and lifting the head and two curb reins for control and for setting the head)
40. Pumping the reins – using the arms to pull heavily on the reins
41. Pylons – markers or traffic cones used to designate a pattern; often bright orange
42. Ratcatcher – a tie worn at the neck in English apparel; generally wraps around the collar and may be held in place with a pin
43. Reinback—Backward motion in which the legs are raised and set down simultaneously in diagonal pairs, with hind legs remaining well in line; horse must move backward in an unhurried manner with head flexed and straight, pushing the vehicle back in a straight line
44. Ring steward – the judge’s assistant; person who works with the judge, announcer, gate person, and exhibitors to help ensure that a horse show runs smoothly
45. Romal – an extension of braided material or smooth leather attached to closed reins
46. Rowels – multipointed metal spur attachment that revolves
47. Safe/safety zone – the area in front, but off to one side, of a horse; area where an exhibitor is not likely to be struck if the horse rears or lunges forward

48. Scratch – when an exhibitor withdraws from a previously entered class before the class begins
49. Snaffle – a very mild bit with a jointed or solid mouth- piece that works on direct pressure to the corners of the mouth (as opposed to a leverage bit such as a curb) and does not have shanks or curb straps
50. Snaffle rein – the leather straps that attach to the snaffle bit and allow the rider to guide the horse; when used in a Pelham or full bridle the snaffle rein is the heavier rein that is used for guiding
51. Sour ears – a sign of agitation in a horse in which the animal pins its ear back
52. Splint boots – protective boots worn on the horse's front legs to prevent injury to the cannon bones
53. Stock tie (or pin) – a tie or pin worn at the neck in Western or English riding apparel
54. Tack – riding equipment or gear for the animal such as a saddle, bridle, halter
55. Traces – the parts of a harness that run from the collar to the singletree
56. Trailer – an assistant to the exhibitor in a halter class who encourages draft horses, saddle type horses, and donkeys to move out energetically