

2017 Southern Regional 4-H Horse Championships

Georgia National Fairgrounds and Agricenter, Perry, GA

August 2-6, 2017

Wednesday, August 2nd

8:00am Check-in Opens
Exhibitors begin move in

Roquemore

8:00am Hippology Contest Check In
8:30am Hippology Contest Begins
2:00pm Horse Bowl Contest Check In
2:30pm Horse Bowl Contest Begins
6:00pm Upload Oral Presentations
8:00pm Staff dinner and orientation

Thursday, August 3rd

Roquemore

7:00am Oral Presentation Contest Check In
7:30am Oral Presentation Contest Begins

Sutherland, Hunter

9:30 set up jump course

12:00pm – 6:00pm Schooling over Fences

1:00pm Practice Ring #2, Western

23. Western Trail*
(assigned order of go)

**Exhibitors may enter the same horse in both
Western Trail and Ranch Trail.*

Reaves Arena

8:30am Horse Judging Contest Check In
9:30am Horse Judging Contest Begins

2:00pm Reaves Arena, Saddle/Gaited

DQP

32. Gaited Equitation
29. Gaited Pleasure (Walking Horse Type)
30. Gaited Pleasure (Racking Horse Type)
31. Gaited Pleasure (Non-Walking/Racking Type)
28. Saddle Seat Equitation
27. Saddle Seat Pleasure

7:00pm

Parade of States

Awards: Educational Contests

Exhibitor social immediately following north wing of Reaves

Reaves Arena

Friday, August 4th

Sutherland, Hunter

7:00-10:00am Schooling Over Fences
(assigned order of go)

10:30am

35. Working Hunter
36. Equitation Over Fences
37. Jumping

8:00am Practice Ring #2

Gaited/Saddle (no DQP)

5. Saddle Type Mares (Trotting)
6. Saddle Type Geldings (Trotting)
10. Saddle Type Showmanship
7. Gaited Mares
8. Gaited Geldings
11. Gaited Showmanship

Friday, August 4th continued...

8:00am Reaves Arena, Western

1. Stock Type Mares
2. Stock Type Geldings
9. Western Showmanship

-- short break --

20. Western Pleasure (*preliminaries*)
21. Western Horsemanship (*preliminaries*)
22. Western Riding

5:00pm Reaves Arena, Western Finals

(or no less than 1 hour after WH prelim)

20. Western Pleasure (*finals*)
21. Western Horsemanship (*finals*)

8:00am Covered Arena, Ranch

12. Ranch Ground Handling

1:00pm

14. Breakaway Roping
16. Working Cow Horse (boxing only)
15. Ranch Roping

Awards: High Point Western Gaited and Saddle Division

Saturday, August 5th

8:00am Practice Ring #2, Ranch

19. Ranch Trail* (*assigned order of go*)
18. Ranch Riding
17. Ranch Reining

8:00am Reaves Arena, Speed Events

24. Pole Bending (*preliminaries*)
25. Barrel Racing (*preliminaries*)
26. Stake Race (*preliminaries*)

5:00pm Reaves Arena, Speed Event Finals

(or no less than 2 hours after end of Stake Race)

24. Pole Bending (*finals*)
25. Barrel Racing (*finals*)
26. Stake Race (*finals*)

8:00am Sutherland, Hunter Division

3. Hunter Type Mares
4. Hunter Type Geldings
13. Hunter Showmanship

-- short break --

33. Hunter Under Saddle (*preliminaries*)
34. Hunt Seat Equitation (*preliminaries*)

5:00pm Sutherland, Hunter Division Finals

(or no less than 1 hour after HS Eq prelim)

33. Hunter Under Saddle (*finals*)
34. Hunt Seat Equitation (*finals*)

Awards: High Point Speed Events, Hunter, and Ranch Divisions

Sunday, August 6th

8:00am Sutherland, Open Dressage

38. Dressage*, Training Level Test 3

10:00am Practice Ring #3 Open Dressage

39. Dressage*, First Level Test 3

**Exhibitors may enter the same horse in both Training Level and First Level Dressage*

2017 Southern Regional 4-H Horse Championships Horse Show Classes

Conformation or In-Hand Classes*

1. Stock Type Mares
2. Stock Type Geldings
3. Hunter Type Mares
4. Hunter Type Geldings
5. Saddle Type Mares (Trotting)
6. Saddle Type Geldings (Trotting)
7. Gaited Mares
8. Gaited Geldings

Showmanship Classes*

9. Western Showmanship
10. Saddle Type Showmanship
11. Gaited Showmanship
12. Ranch Ground Handling
13. Hunter Showmanship

Ranch Horse Division

14. Breakaway Roping
15. Ranch Roping
16. Working Cow Horse (boxing only)
17. Ranch Reining
18. Ranch Riding
19. Ranch Trail*

Western Division

20. Western Pleasure
21. Western Horsemanship
22. Western Riding
23. Western Trail*

Speed Events Division

24. Pole Bending
25. Barrel Racing
26. Stake Race

Saddle Seat Division*

27. Saddle Seat Pleasure
28. Saddle Seat Equitation

Gaited Division*

29. Gaited Pleasure (Walking Horse Type)
30. Gaited Pleasure (Racking Horse Type)
31. Gaited Pleasure (Non-Walking/Racking Type)
32. Gaited Equitation

Hunter Division

33. Hunter Under Saddle
34. Hunt Seat Equitation
35. Working Hunter
36. Equitation Over Fences
37. Jumping

Open Dressage Classes*

38. Dressage, 2015 Training Level Test 3
39. Dressage, 2015 First Level Test 3

***Class entry notes:**

- One horse may enter only one conformation and one showmanship class.
- Horse/exhibitor combination may enter both Western Trail and Ranch Trail.
- Horse/exhibitor combination may enter both Training Level and First Level Dressage.
- Exhibitors may not enter the same horse in both Saddle Seat and Gaited classes.
- Horses may only enter one gaited pleasure class (29, 30 or 31)

Be sure to look at the show schedule before confirming what classes to enter!

Contents

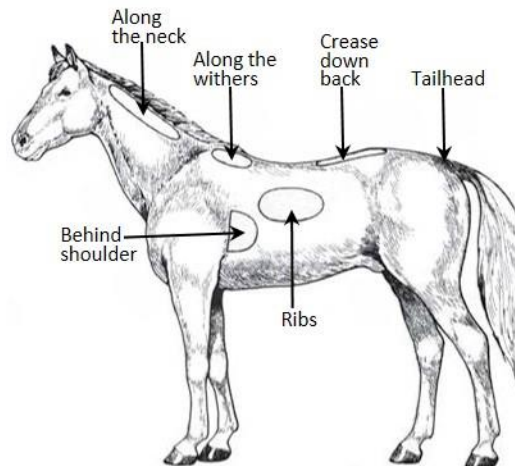
GENERAL RULES	1
AWARDS	5
CONFORMATION and SHOWMANSHIP CLASSES	7
Conformation Or In-Hand Classes.....	7
Showmanship Classes (All Divisions):	7
Ranch Ground Handling Procedures And Scoring System.....	12
WESTERN DIVISION.....	14
Western Pleasure	15
Western Horsemanship	16
Western Riding.....	20
Western Trail	22
RANCH HORSE DIVISION	26
Ranch Reining.....	26
Breakaway Roping.....	36
Ranch Roping	36
Working Cow Horse With Boxing Only	39
Ranch Riding.....	41
Ranch Trail	43
SPEED EVENTS DIVISION	47
General Rules:.....	48
Barrel Racing.....	49
Pole Bending.....	49
Stake Race.....	50
SADDLE SEAT DIVISION.....	52
Saddle Seat English Pleasure (Trotting)	52
Saddle Seat Equitation (Trotting).....	52
GAITED DIVISION.....	54
Gaited Pleasure (Walking Horses)	55
Gaited Pleasure (Racking Horses).....	55
Gaited Pleasure (Non-Walking/Racking Type)	55
Gaited Equitation.....	56
HUNTER DIVISION.....	58
Hunter Under Saddle	59
Hunt Seat Equitation On The Flat.....	59
Working Hunter	63
Equitation Over Fences	65
Jumping.....	65
OPEN DRESSAGE	70
4-H HORSE EDUCATION CONTESTS.....	72
Horse Judging Contest	72
Horse Bowl Contest	73
Hippology Contest.....	83
Team Presentation Contests	87
Public Speaking Contest	89

2016 4-H SRHC GENERAL RULES

1. These rules and regulations contained herein take precedence over any other rules concerning conduct of the show and participation therein. (1) Extenuating circumstances or concern for safety may require modification of the show rules or operating procedures by the executive committee. (2) It is the responsibility of the exhibitor's parent or guardian to determine if he/she is able to participate/compete safely. (3) Show management reserves the right to alter or modify any contest procedures, obstacles, patterns, or rules in this book for safety concerns, show facility restrictions or other mitigating circumstances. (4) Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor and/or exhibitors or animals. With the exhibitor's safety in mind, any activity or situation deemed unsafe can, and will, be stopped by show management and may result in disqualification from that class, contest, or Southern Regional competition.
2. Each state may send sixty (60) horses/equids to the show, plus two (2) judging teams, two (2) public speakers, two (2) team presentations, two (2) individual presentations, two (2) hippology teams, and two (2) horse bowl teams for the contest at the Southern Regional 4-H Horse Championships.
3. Criteria for eligibility of contestants are determined by the state from which contestants come. However, all contestants must be bona fide 4-H Club members.
4. Stallions are not allowed to be shown at the Southern Regional 4-H Horse Championships.
5. All entries must be submitted to the state 4-H leader or Extension horse specialist for certification and forwarded to the Southern Regional Championship Show secretary.
6. No refunds will be granted for any events.
7. Two or more riders may compete on the same horse. However, in no situation may a contestant or a horse be entered in the same class more than once. Each exhibitor must show his/her own horse.
8. One horse/exhibitor combination may enter only one Conformation class and one Ground Handling/Showmanship class. A horse may not enter both trotting and non-trotting classes.

Horse/exhibitor combinations may enter both Trail classes (Western and Ranch), and both Dressage classes (Training and First Level).
9. When an exhibitor or exhibitor's parent, guardian, leader or agent is guilty of unsportsmanlike conduct or misbehavior during the course of the event in or out of the area, the show management may suspend such exhibitor's right to participate in future classes and/or events as deemed appropriate. The show management's and/or judge's decision shall be final and may not be protested.

10. Research has shown that health complications, such as heat stress, stress of traveling, and showing can be exacerbated at low body condition scores. Due to concerns for animal welfare and the objective of 4-H to educate and promote quality animal husbandry; horses, ponies and/or mules shall not be shown at the Southern Regional 4-H Horse Show with a body condition score of less than 4 based on the Henneke scale (ribs easily discernible, tops of spinous process easily discernible, tailhead prominent with hook bones easily discernible, withers accentuated, and neck obviously thin). If you have questions about the body condition score of your horse, or if you are not sure your horse will pass inspection, please contact your State Horse Specialist before the regional show. Three people from the Southern Regional 4-H Horse Championship Welfare Committee will assess animals in question. If there is a thin horse, the committee will make a final decision whether or not to disqualify the animal.



Horse Body Condition Scores and Descriptions <i>(Adapted from Henneke et al., 1983)</i>	
Score	Condition Description
1 - Poor	Animal extremely emaciated. Spinal vertebrae, ribs, tailhead, and point of hip and point of buttocks project prominently; bone structure of withers, shoulders, and neck easily noticeable; no fatty tissue can be felt.
2 - Very Thin	Animal emaciated. Slight fat covering over the base of spinal vertebrae; transverse processes of the lumbar vertebrae feel rounded; spinous processes, ribs, tailhead, and point of hip and point of buttocks prominent; withers, shoulders, and neck structures faintly discernible.
3 - Thin	Fat built up about halfway on the spinal vertebrae; transverse processes cannot be felt; slight fat cover over ribs; spinous processes and ribs easily discernible; tailhead prominent, but individual vertebrae cannot be identified visually; point of buttocks appear rounded but easily discernible; point of hip not distinguishable; withers, shoulders, and neck accentuated.
4 - Moderately Thin	Slight ridge along back; faint outline of ribs discernible; tailhead prominence depends on conformation, but fat can be felt around it; point of hip not discernible; withers, shoulders, and neck not obviously thin.
5 - Moderate	Back is flat (no crease or ridge); ribs not visually distinguishable but easily felt; fat around tailhead beginning to feel spongy; withers appear rounded over spinal vertebrae; shoulders and neck blend smoothly into body.
6 - Moderate to Fleishy	May be slight crease down back; fat over ribs spongy; fat around tailhead soft; fat beginning to be deposited along the side of withers, behind shoulders, and along the sides of neck.
7 - Fleishy	May have crease down back; individual ribs can be felt, but there is noticeable fat between ribs; fat around tailhead soft; fat deposited along withers, behind shoulders, and along neck.
8 - Fat	Crease down back; difficult to feel ribs; fat around tailhead very soft; area along withers filled with fat; area behind shoulder filled with fat; noticeable thickening of neck; fat deposited along inner thighs.
9 - Extremely Fat	Obvious crease down back; patchy fat appearing over ribs; bulging fat around tailhead, along withers, behind shoulders, and along neck; fat along inner thighs may cause them to rub together; flank filled with fat.

11. Abuse or Abusive Equipment Rules: The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane. Inhumane treatment of a horse identified by show personnel or the SR4HHC Welfare Committee at any time during the Southern Regional Championships on any location on the show grounds may result in disqualification, dismissal and suspension from further participation in Southern Regional classes subject to approval of Southern Regional Horse Specialist Executive Committee. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or show official appointed by Southern Regional Specialist Committee. The standard by which conduct or treatment will be measured is that which the show management committee rules a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures, would determine to be cruel, abusive or inhumane in accordance with AQHA and USEF.
12. No rerun will be given any contestant if handicapped by failure of personal equipment or accident to horse or rider. Failure of timer or similar other equipment will void any first run and another run will be given, regardless of circumstances of first run, at the discretion of the management.
13. In the event of a tie in a timed class (except in Jumping), the contestant declared the winner in a runoff must run the pattern in not more than two seconds over his original time or the runoff must be held again. Ties for 1st, 2nd and 3rd place in judged events will be worked off. Ties below 3rd place will be broken at discretion of judge and show committee. Any points involved on ties will be evenly split between the tied contestants.
14. All horses must have health certificates meeting the requirements of the state in which the show is held.
15. Chemical stimulants, depressants and caustic agents are prohibited and will result in disqualification. All horses are subject to testing.
16. The judge shall examine and check for lameness all horses brought into any class. This is essential regardless of whether or not the competition indicates it is necessary. Obvious lameness shall be cause for disqualification at the discretion of the judge.
17. An official of the show may check the appointments of each horse and exhibitor. However, it is the exhibitor's responsibility to be aware of all rules and enter the arena with the proper tack and attire. An official may request removal or alteration of any equipment deemed inappropriate prior to the judging of the class. Participants exhibiting with illegal appointments shall be disqualified at the discretion of the judge.
18. The management of this show reserves the right to determine the number of horses that will be brought back to any semifinals, finals or workout unless that number has been previously determined.
19. In any class, scored or timed, where there is a second run or pattern, final placings will be based on cumulative scores or times.

20. For any Showmanship, Ground Handling, Horsemanship and Equitation class with a preliminary and finals pattern, scores for each competitor will be announced or displayed after completion of their preliminary pattern. Scores for the finals pattern will not be announced or displayed. For all other scored classes, score sheets will be posted at the conclusion of the class. For Speed Event classes, times will be announced or displayed. All announced or displayed scores or times are unofficial and only those scores on the judges' cards and show books are official.
21. Protests: All problems, complaints or protests from individuals should be taken to the state specialist, who will present the problem to the Executive Committee or entire specialist group as needed. The judge's decision shall be final and may not be protested. Protests must be filed by the 4-H member, parent, or legal guardian. Each protest must be in writing and must be accompanied by \$100 in cash prior to the beginning of the next class.
22. All heats and all working orders will be drawn at random. Working order will be in the official show program or posted ahead of the class. In classes with drawn working orders, horses will work in that order or forfeit their right to compete in that class. The show management reserves the right to change the working orders or class schedules if extenuating circumstances warrant. It is the exhibitor's responsibility to alert show management of any conflicts with the working orders.
23. With the exhibitors' safety in mind, horse show managers and Executive Committee shall decide on policies of entering and leaving the arena in timed events.
24. In Showmanship, Western Horsemanship, Saddle Seat Equitation, and Hunt Seat Equitation on the Flat (finals only), individual patterns will be completed prior to rail work. Scoring will be based on a numerical scale. Judging emphasis will be on precision and execution of pattern work, and demonstrated horsemanship/equitation. Ties are to be broken on rail work. Additional pattern work may be requested in finals or semifinals. When more than one pattern is utilized, all scores are cumulative.
25. For any judged class in which a pattern or course is utilized (preliminaries and/or finals), the judge or show management shall post any pattern(s) to be worked at least one hour prior to the commencement of the class. If pattern books are distributed to contestants, the responsibility of posting patterns has been met. However, patterns should still be posted to alert exhibitors of changes or to confirm there are no changes. If the judge requires additional work of exhibitors for consideration of final placing, the pattern will not be posted.
26. Exhibitors may wear safety attire in any class without judging discrimination. The Southern Regional 4-H Horse Program encourages the use of safety vests in all classes. Each state may require and enforce more stringent safety attire during the Southern Regional 4-H Horse Championships.
27. **All youth are required to wear a properly fastened American Standard for Testing Materials (ASTM)/ Safety Equipment Institutes (SEI) approved protective headgear when mounted on a horse. Helmet use is required when mounted AT ALL TIMES on the show grounds, including all performance classes and divisions. Additionally, this policy is in effect in the show pen as well as ALL warm-up/practice pens and on the show grounds when mounted. Violation of this policy may result in disqualification from the show and/or removal from show grounds.**

It is the responsibility of the exhibitor, or the parent or guardian or trainer of the exhibitor, to see to it that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrians' use and is properly fitted and in good condition. The Southern Regional Show Committee and officials are not responsible for checking appropriateness of headgear worn.

*The Southern Regional Show Committee and officials make no representation or warranty, expressed or implied, about any protective headgear, and cautions riders that death or serious injury may result despite wearing such headgear because all equestrian sports involve inherently dangerous risks and no helmet can protect against all foreseeable injuries.

28. In all classes, failure to wear the correct exhibitor number (either on the back only OR on both sides of the saddle pad only) will result in a disqualification in that specific class.

AWARDS

1. Breakdown of Awards:

- A. Awards will be presented for first through tenth places in each class.
- B. One high point individual (champion) and one reserve high point individual (reserve champion) award will be selected in each of the Western, Hunter, Saddle Seat, Gaited Horse, Ranch Horse, and Speed Event Divisions.
- C. Points in each of these categories will be accumulated on a one-horse, one-rider basis from exhibitor's four highest scoring performance classes.
- D. Breakdown of classes for high point awards will be as follows:
 - (1) Western: Showmanship (Western attire), Western Pleasure, Western Horsemanship, Western Riding, and Western Trail.
 - (2) Ranch Horse: Ranch Ground handling, Breakaway Roping, Ranch Reining, Ranch Roping, Working Cow Horse (Boxing Only), Ranch Riding, and Ranch Trail.
 - (3) Hunter: Showmanship (Hunt Seat), Hunter Under Saddle, Hunt Seat Equitation, Working Hunter, Equitation Over Fences and Jumping.
 - (4) Saddle Seat: Showmanship, Pleasure and Saddle Seat Equitation. No cross-entering of classes between Saddle Seat and Gaited
 - (5) Gaited: Showmanship, Gaited Pleasure classes (Walking, Racking, and Non-Walking/Racking) and Gaited Equitation. No cross-entering of classes between Saddle Seat and Gaited
 - (6) Speed Events: Pole Bending, Barrel Racing and Stake Race.

2. Points:

- A. Each of the first 10 horses in a class will be given one point for each horse placing below it, plus one point: Points not to exceed 10 for first place.
- B. Horses not placing in the top 10 in a class will not receive points for that class.
- C. The number of horses in a class will be determined by the number actually shown.

- D. Under no circumstances shall a disqualified contestant receive points; however, all horses brought into the ring will constitute an entry and will be counted.
- E. In a case of ties, the following priority order will be used:
 - (1) Points earned in the greatest number of up to four possible classes.
 - (2) Most points earned in all riding classes (all division classes except Showmanship).
 - (3) Points earned in the greatest number of classes (out of all division classes).
 - (4) Total number of horses placed over in any one division class.
 - (5) The horse with the highest placings in division classes.

3. Horse Judging Contest

- A. Individual awards will be given to the top 10 individuals in the halter phase, performance phase, reasons phase, and overall.
- B. Team awards will be given to the top 5 teams in the halter phase, performance phase, reasons phase, and overall.

4. Horse Bowl

- A. Awards given to top 5 teams and top ten individuals

5. Team and Individual Presentations and Public Speaking

- A. Awards will be given to the first 5 placings in team and first 10 placings in individual presentations and public speaking.

6. Hippology

- A. Awards will be given to the top 10 individuals in the written phase, stations phase, judging phase, and overall.
- B. Team awards will be given to the top 5 teams in the written phase, stations phase, judging phase, team problems, and overall.

CONFORMATION and SHOWMANSHIP CLASSES

CONFORMATION OR IN-HAND CLASSES

1. Horses will be judged according to respective breed standards on conformation, condition, structural defects, soundness and way of going at discretion of judge.
2. Horses to be judged individually while standing, at a walk and trot (or favorite gait) on the line.
3. Horses must be shown in halters with throat latches made of leather or other suitable material. (In English classes, horse may be shown in halter or bridle).
4. Whips or bats of any type are not permitted in hunter type and stock type classes. Whips less than 4' in length, including the popper, are permitted in saddle type and gaited classes. Protective boots, leg wraps and bandages are prohibited.
5. Horses will be handled and shown by one 4-H member only.
6. Horses should enter the ring as specified by the official. Subsequent procedures will be as directed by judge and/or ring steward.
7. When the top 10 horses are placed, ring steward shall line them up in order of placing so the public may see how the horses are placed.
8. Saddle type Mares/Geldings is open only to horses of true saddle type (Arabians; Half-Arabians; Morgans; Saddlebreds; Standardbreds; National Show Horse; etc.) Stock Type breeds (Appaloosa; Quarter Horse; etc.) and Hunter Type breeds (Thoroughbreds; Warmbloods; etc.) are not permitted to enter these classes.

SHOWMANSHIP CLASSES (ALL DIVISIONS):

1. 4-H member and equipment:
 - A. Personal appearance of 4-H member: neat, clean, well-groomed, attentive, courteous and in appropriate attire.
 - B. Equipment:
 - (1) Hunter: Clean, adjusted and acceptable hunter bridle or halter.
 - (2) Saddle Seat/Gaited: Clean, adjusted halter or bridle (full, Pelham, curb or snaffle).
 - (3) Western: Clean, adjusted halter to fit the horse. Fancy halters shall not be given preference over good working halters.

¹ Gaited horses only

- (4) Ranch: Halters only. Halters and leads may be rope, nylon, or plain leather (no silver). Lead ropes may not have chain. No training sticks or aids are permitted.
- (5) All divisions: Crops, bats, dressage whips etc. will not be allowed. War bridles or like devices, or any type of wire or rope over a horse's head will not be allowed.

2. Horse (Fitting and Grooming):

- A. The horse should be clean, well-groomed and fitted for its type.
- B. The horse's feet should be cleaned and either trimmed or properly shod.

3. Method of Showing (Showmanship):

- A. Walk, trot (or favorite gait²), turn, stop, back and pose your horse as directed by the judge or ring steward.
- B. Lead from the left side of your horse with your right hand on the lead strap or bridle reins. The excess lead shank/bridle reins must be carried in the left hand at all times and the lead shank/bridle reins must not be wrapped around either hand. It is acceptable to either figure-8 or loose coil the excess lead shank/bridle reins in the left hand. When showing your horse at a walk, walk by its side - never directly in front of it. The horse's head should be about even with your shoulder. When moving, keep your horse's neck, head and body in a straight line and maintain precise control. Move your horse directly toward or away from the judge, unless the judge indicates that he wishes to see your horse from the side.
- C. Show the horse with a shank short enough to assure maximum control and responsiveness from the horse. The basic position of the exhibitor should allow constant observation of the horse's feet and also permit observation of the judge and ring officials.
- D. Never obstruct the view of the judge, and do not stand directly in front of the horse.
- E. Run by the left side of your horse when you are showing it at the trot (or favorite gait²). Your horse should move willingly toward or away from the judge with its head, neck and body in a straight line. Your horse should trot (or gait) freely, fast, and be alert with head up but not too high.
- F. When a particular show ring procedure being used by a judge requires a horse to be reversed, your horse should be turned to the right. Turn in as small a space as possible and attempt to keep the horse's hind feet planted in one place while turning. All turns should be made natural. Any turn requiring more than 90 degrees should be made to the right.
- G. Keep your horse posed at all times, and know where the judge is and what he wants. A good showman always gives the judge the best view of his/her horse. You cannot change your horse's type and conformation, but you can improve its style and appearance. Make it easy for the judge to see your horse to its best advantage.
- H. Keep your proper position in line, and allow reasonable space (at least 6 feet) between your horse and the other horses. Never let your horse interfere with another horse.
- I. Be alert when leading in a circle. Observe the horse in front of you; bumping a horse from the rear is a serious fault in showmanship and very unsafe.

² Gaited horses only

- J. If asked to change position in line, back your horse out of line and approach the new position from behind. Do not get too close.
 - K. Move easily, quietly and with confidence when showing your horse. Be courteous; respond promptly to directions, and show good horsemanship at all times.
 - L. Do your showing with the lead shank or bridle rein.
4. **CLASS PROCEDURES:** 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 acceptable: lead the horse at a walk, jog, trot, extended trot (or favorite gait for gaited horses only), or back in a straight or curved line, or a combination of straight and curved lines; stop; and turn 90 ($\frac{1}{4}$), 180 ($\frac{1}{2}$), 270 ($\frac{3}{4}$), 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.
5. **SCORING:** Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:
- + = Above Average
 - ✓ (check mark) = Average
 - = Below Average
- An additional + (Excellent) or - (well below average) may be given.
6. **Faults:** Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction.
- A. Minor faults
 - (1) Break of gait at walk or jog/trot for 1 stride
 - (2) Sliding a pivot foot or lifting foot and replacing in same place
 - B. Major faults
 - (1) Not performing gait or not stopping within 5 feet of designated area
 - (2) Break of gait at walk or jog/trot for more than 1 stride
 - (3) Splitting the cone
 - (4) Picking up a pivot foot
 - (5) Picking up a foot after presentation
 - (6) Over/under turning $\frac{1}{8}$ to $\frac{1}{4}$ of designated turn
 - C. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:
 - (1) Out of position during presentation
 - (2) exhibitor touching the horse or kicking or pointing his/her feet at the horse's feet during set up
 - (3) standing directly in front of the horse
 - (4) Loss of lead shank or holding chain or two hands on shank.
 - (5) severe disobedience including rearing or pawing; horse kicking at other horses, exhibitors or judge; or horse continuously circling the exhibitor
 - D. Disqualifications (should not be placed) include:

- (1) loss of control of horse that endangers exhibitor, other horses or exhibitors, or judge including the horse escaping from the exhibitor
- (2) failure of exhibitor to wear correct number in a visible manner
- (3) willful abuse
- (4) excessive schooling or training, or use of artificial aids
- (5) knocking over the cone or going off pattern
- (6) Never performing specific gait
- (7) Over turning more than $\frac{1}{4}$ turn of designated turn

7. **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.

8. Presentation and Position of Exhibitor

- A. Appropriate 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, sharp pins, etc. will be considered a disqualification.
- B. Exhibitors should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. The exhibitor should continue showing the 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.
- C. 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.
- D. 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.
- E. The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the horse's head and have the horse move away from them to the right.
- F. 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 exhibitors left shoulder to in alignment with the horse's left front leg.
- G. 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 when presenting the horse. The exhibitor 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, the exhibitor 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.

- H. Leading, backing, turning and initiating the set-up 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 set-up.

9. Presentation of Horse

- A. The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed and in good condition. For the Hunter and Western divisions, the mane, tail, forelock and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded as appropriate. For the Saddle Seat/Gaited Division ribbons are optional and may be either clipped or braided into mane. Horses entering the Saddle Seat Division are not permitted to have pulled, braided, or banded manes. 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.
*optional in the Saddle Seat/Gaited division
- B. 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 hoof dressings, or shown naturally.
- C. Tack should fit properly and be neat, clean and in good repair.

10. Performance

- A. 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. A severe disobedience will not result in a disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Excessive schooling or training, willful abuse, loss of control of the horse by the exhibitor, failure to follow prescribed pattern, knocking over or working on the wrong side of the cones shall be cause for disqualification.
- B. 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.
- C. The stop should be straight, prompt, smooth and responsive with the horse's body remaining straight.
- D. The horse should back up readily with the head, neck and body aligned in a straight or curved line as instructed.
- E. Pull turns to the left should be 90 degrees or less. 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 the

horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.

- F. 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.

Ranch Ground Handling Procedures and Scoring System

1. This class tests the handler's ability to communicate with the horse from the ground by judging a series of maneuvers that require the horse to yield to pressure – forward, backward, and laterally. Maneuvers are selected to be realistic in their application to everyday training. Exhibitor movements should be workmanlike and efficient and the horse should be obedient and cooperative. Evaluating safe and effective ground handling will take priority to the quality of attire or tack.
2. Each exhibitor will perform a pattern that will consist of no less than seven (7) of the maneuvers listed below. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted).
 - A. Square horse for inspection; judge will only walk in front of the horse.
 - B. Lead the horse at a walk, jog/trot (or favorite gait for gaited horses only), or back in a straight or curved* line, or a combination of straight and curved* lines.
 - C. Extension of walk or trot.
 - D. Stop
 - E. Answer questions from the judge
 - F. Pivots, moving the forehand up to 270°
 - G. Move the hindquarters, up to 270° (turn on forehand)
 - H. Step away from the horse to the end of the lead while horse remains still
 - I. Lower the horse's head (pulling down on the lead or pressure on the poll)
 - J. Demonstrate a sidepass
 - K. Back the horse while handler remains stationary
 - L. Send horse in a circle (either direction), around a marker, or over a pole.

(*Curve = any non-straight line including, but not limited to: any change of direction from gradual turns to distinct turns, circles or portions of circles, or multiple curves to create a shape.)
3. Poles, barrels, and cones may be used as markers to define maneuver locations and/or parameters. However, the pattern should not take on the appearance of an "In-hand Trail" class. Hitting/touching/moving these objects will not be scored as penalties, but taken into account when scoring the handler's abilities.
4. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted). Exhibitors may touch the horse to initiate any lateral movement and when asked to lower the horse's head. The judge

will recognize added degree of difficulty of not touching the horse and this will be reflected in the maneuver score.

5. Scoring will be on the basis of 0 to 100 with 70 denoting an average performance. Judges will assess each maneuver on a scale from -1 ½ to +1 ½ with ½ point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.

6. Penalties

- A. One-half (½) point

- (1) Break of gait (walk or trot) up to 1 full stride

- B. One (1) point

- (1) Touching horse other than when allowed. It is acceptable to touch the horse to sidepass, move the hindquarters, and lower the head.

- C. Two (2) points

- (1) Freeze up: complete loss of forward, backward or lateral movement within a maneuver
 - (2) Break of gait (walk or trot) for more than 1 full stride
 - (3) Use of hand on halter in any manner
 - (4) Touching horse with lead (first offense)
 - (5) Incorrect or incomplete answer to the judge's question
 - (6) Artificial or overdone showing

- D. Five (5) points

- (1) Inappropriate Body condition score: Clearly below a 4 or clearly above a 7
 - (2) Balking, continued spooking, kicking, biting, rearing, striking
 - (3) Failure to complete a maneuver
 - (4) Leaving out a maneuver
 - (5) Touching horse with end of lead (second offense)

- E. Zero (0) score

- (1) Consistent Lameness
 - (2) Illegal attire
 - (3) Illegal tack
 - (4) Abuse

WESTERN DIVISION

APPOINTMENTS:

PERSONAL: Clothing must be clean and neat. Contestants must wear western hats or helmets and boots when showing in hand. An approved helmet and boots must be worn at all times when mounted. Shirts with a collar and long sleeves are required. Spurs, chaps or similar equipment are optional. No ball caps will be allowed in any class in the Western Division.

TACK: Horse shall be shown with a stock saddle, but silver tack equipment will not count over a good working outfit. A snaffle, curb, half-breed or spade bit is permissible; but a martingale, tie-down or nose band is prohibited. No wire curbs, regardless of how taped, nor chin strap narrower than ½ inch will be permitted. Chain curbs are permissible but must be of the standard flat variety with no twist and must meet approval of the judge. A hackamore or snaffle may be used only on horses or ponies five years of age or younger in Western events. "Hackamore" means that a horse will be ridden **ONLY** with a rawhide braided or leather braided or rope bosal. The core of which may be either rawhide or flexible cable. A hackamore must use a complete mecate rein, which includes a tie-rein. Absolutely no iron will be permitted under the jaws, regardless of how padded or taped. Mechanical hackamores are prohibited except in Roping or speed events. A judge shall have the authority to require the removal or alteration of any piece of equipment which in his opinion would give a horse an unfair advantage. Protective boots, leg wraps and bandages are allowed in Western Horsemanship, Western Riding and Reining.

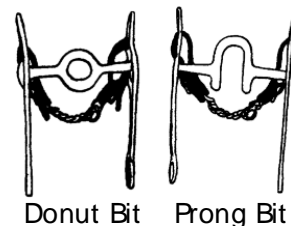
BITS: Snaffle bits used in western performance classes must be conventional egg-butt, O-ring or D-ring type with a ring diameter no larger than 4 inches. The mouthpiece must be round and smooth and constructed of unwrapped metal. If the mouthpiece is inlaid, it must be smooth or latex wrapped. The bars of the bit must measure at least 5/16 inches when measured 1 inch from the cheek. A gradual decrease toward the center of the bit is permissible. The mouthpiece may be of two or three pieces with either a connecting ring or a flat bar being the center. If the ring structure is used it must be no larger than 1 1/4 inches in diameter; if the connecting piece is a flat bar, it can be no longer than 2 inches and must measure 3/8 inches to 3/4 inches top to bottom. Both connecting ring and flat bar must lie in the horse's mouth.

Curb bits are those bits that have shanks used for leverage. The mouthpiece may be either smooth or broken. The bit must be free of mechanical devices. The length of the shank must not exceed 8 ½ inches measured from the upper inside of the top ring (where the headstall attaches) to the center of the bottom ring (where the reins attach).

Some Acceptable Curb Straps

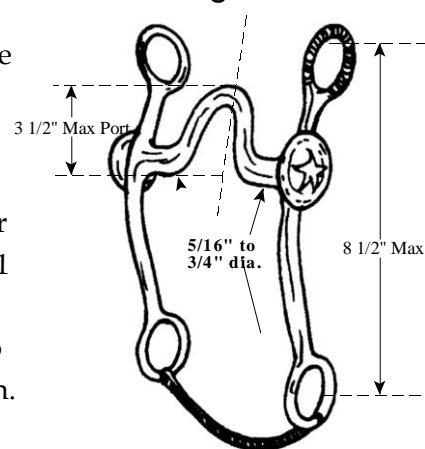


Some Illegal Bits



Donut Bit Prong Bit

Legal Bit



The bars of the curb bit must be round, smooth and unwrapped metal at least 5/16 inches and no larger than 3/4 inches in diameter when measured 1 inch from the cheek. If the mouthpiece is solid, nothing may protrude below the bar. If the mouthpiece is made of two or three pieces, a connecting ring 1 1/4 inch or less in diameter, or a connecting flat bar of 3/8 inches - 3/4 inches (measured top to bottom with a maximum length of 2 inches), which lies flat in the horse's mouth is acceptable. The maximum height of the port on a curb bit is 3 1/2 inches measured from the bottom of the bar to the top of the port (this includes any extensions that might be added to the port).

Slip bits, gag bits, donut and flat polo mouthpieces are not acceptable.

Reins shall be held in one hand and cannot be changed during the performance, unless a horse or pony five years of age or younger is being shown in either a snaffle bit or bosal. If showing with one hand on the reins, the free hand shall not be used to support the rider by being placed on any part of the saddle.

Contestants must use split reins or romal. Roping reins are not permitted. Only one finger between split reins is permissible. No finger is permitted between the reins when using a romal.

Horses or ponies five years of age or younger may be shown with both hands on reins in all western division classes in accordance with the following rules:

1. Horses to be shown in standard, plain or silver headstalls (browband, shaped ear or split ear). Smooth snaffle bit with broken mouthpiece (conventional O-ring, egg butt or D-ring).
2. Reins to be attached above the curb strap.
3. Standard, leather or woven, split reins are mandatory with a snaffle bit.
4. A rawhide braided, leather braided or rope bosal may be used in lieu of a snaffle bit, with no metal under the jaw or on the noseband in connection with the bosal. The bosal should be properly fitted relative to the horse's size and conformation. Bosal use must include a complete mecate rein.
5. All entries with a hackamore/snaffle bit must be shown with both hands on reins, maintaining light contact with horse's mouth.

WESTERN PLEASURE

1. Horses are shown at a walk, jog and lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. Horses may be required to reverse at the walk or jog and may be required to go from any gait to any other gait at the discretion of the judge. For safety of the contestants, a reverse at the lope shall not be called. An extended lope will not be called. A moderate extension of the jog may be called for.
2. The judge shall have the right to ask for additional work from any horse. Additional work shall be related to the utility of the horse.

3. The judge may ask that only finalists be backed.
4. Horses are to be reversed to the center of the arena.
5. Large numbers in this class will necessitate elimination heats to accommodate all horses. The suggested maximum number is 25 horses in each heat.
6. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.
7. At no time shall the fault-out system be used that results in a contestant being eliminated individually. Instead, a more positive approach should be used, with winners being announced and the remainder of the class being dismissed from the arena as a group or recognized individually as finalists. Individual horses will not be pulled off the rail while the class is being judged.
8. This class will be judged on the performance of the horse at the discretion of the judge.

WESTERN HORSEMANSHIP

1. The Western Horsemanship class is designed to evaluate the rider's ability to execute, in concert with the 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(s) should be designed to test the horseman's ability. All ties will be broken at the judge's discretion. If the judge requires additional work of exhibitors for consideration of final placing, the pattern may or may not be posted.
3. **CLASS PROCEDURES:** All exhibitors must 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. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The whole class, or just the finalists, must work at all three gaits at least one direction of the arena. 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; sidepass, 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 at some time during the class. Judges should not ask exhibitors to mount or dismount.

4. **Scoring:**

A. Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:

+ = Above Average

✓ (check mark) = Average

- = Below Average

An additional + (Excellent) or - (well below average) may be given.

5. **Faults:** Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.

A. Minor faults:

- (1) Break of gait at walk or jog/trot up to 2 strides
- (2) Over/under turn up to 1/8 of turn
- (3) Head carried too high
- (4) Head carried too low (tip of ear below the withers)
- (5) Overflexing or straining neck in head carriage so the nose is carried behind the vertical
- (6) Excessive nosing out

B. Major faults:

- (1) Break of gait at a lope, out of lead or missing lead for 1-2 strides
- (2) Not stopping within 10 feet of designated area
- (3) Incorrect gait or break of gait at walk or jog for more than 2 strides
- (4) Over turn of more than 1/8 turn, but not more than 1/4
- (5) Exhibitor looking down to check leads
- (6) Failure of bottom of boot to be in contact with the pad of the stirrup

C. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:

- (1) Loss of stirrup or rein
- (2) Missing a lead for more than 2 strides
- (3) Touching horse
- (4) Grabbing the saddle horn or any other part of the saddle
- (5) Cueing with the end of the romal
- (6) Spurring in front of the shoulder
- (7) Kicking at other horses, exhibitors or judge
- (8) Severe disobedience or resistance by horse including, but not limited to, rearing, bucking or pawing

D. Faults scored according to severity:

- (1) Head carried too low (tip of ear below the withers consistently)
- (2) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

E. Disqualifications (should not be placed) include:

- (1) Failure by exhibitor to wear correct number in visible manner
- (2) Willful abuse
- (3) Knocking over the cone, going off pattern or working on wrong side of cone
- (4) Excessive schooling or training
- (5) Fall by horse or rider
- (6) Illegal use of hands on reins
- (7) Use of prohibited equipment
- (8) Failure to follow pattern correctly including failure to ever execute correct lead or gait where called for
- (9) Overturning more than 1/4 of prescribed turn

6. 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 and Position of Exhibitor

- (1) Appropriate western attire must be worn. Clothes and person are to be neat and clean.
- (2) 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.
- (3) 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 hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted

so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

- (4) 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.
- (5) The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

B. Presentation of Horse

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

7. Performance

- A. 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.
- B. 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.
- C. 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.
- D. 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.
- E. 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.
- F. 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 arced 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.

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

WESTERN RIDING

1. Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed and be sensible, well-mannered, free and easy moving.
2. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.
3. The judge will select one of the current AQHA Western Riding Patterns (not including the Green Western Riding patterns) to be performed. The judge is responsible for the pattern being correctly set.
4. On the pattern:
 - A. The eight small circles represent pylon markers which are recommended. These should be separated by a uniform measured distance of not less than 30 feet or more than 50 feet on the sides with five markers (see diagram). In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80 feet width in the pattern, as the arena permits.
 - B. A solid log or pole should be used and be a minimum of 8 feet in length.
 - C. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (---) jog and the solid line (___) lope.
 - D. A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk. The on-deck exhibitor should not go to the start-cone until the contestant on pattern has cleared the working area by the start cone for the final time.

5. Scoring will be on a basis of 0-100, with 70 denoting an average performance.
 - A. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
6. A contestant shall be penalized each time the following occur:
 - A. Five (5) points
 - (1) Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five (5) point penalties).
 - (2) Blatant disobedience including kicking out, biting, rearing, and bucking
 - B. Three (3) points
 - (1) Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet of the designated area
 - (2) Simple change of leads
 - (3) Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
 - (4) Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
 - (5) In pattern one, failure to start the lope within 30 feet after crossing the log at the jog
 - (6) Break of gait at walk or jog for more than two strides
 - (7) Break of gait at the lope
 - C. One (1) point
 - (1) Hitting or rolling log
 - (2) Out of lead for more than one stride either side of the center point and between the markers
 - (3) Splitting the log (log between the two front or two hind feet) at the lope
 - (4) Break of gait at the walk or jog up to two strides
 - D. One-half (½) point
 - (1) Tick or light touch of log
 - (2) Hind legs skipping or coming together during lead change
 - (3) Non-simultaneous lead change (front to hind or hind to front)
 - E. Disqualified - 0 score
 - (1) Illegal equipment
 - (2) Willful abuse
 - (3) Off course
 - (4) Knocking over markers
 - (5) Completely missing log
 - (6) Major refusal - stop and back more than 2 strides or 4 steps with front legs
 - (7) Major disobedience or schooling
 - (8) Failure to start lope prior to end cone in pattern #1
 - (9) Failure to start lope within 30 feet of designated area in patterns 2, 3, 4, and 5.
 - (10) Four or more simple lead changes and/or failures to change leads

- (11) Overturn of more than 1/4 turn
- (12) Faults, which will be cause for disqualification: head carried too low (tip of ear below withers consistently), over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

F. Credits

- (1) Changes of leads, hind and front simultaneously
- (2) Change of lead near the center point of the lead change area
- (3) Accurate and smooth pattern
- (4) Even pace throughout
- (5) Easy to guide and control with rein and leg
- (6) Manners and disposition
- (7) Conformation and fitness

G. The following characteristics are considered faults and should be judged accordingly in maneuver scores:

- (1) Opening mouth excessively
- (2) Anticipating signals
- (3) Stumbling
- (4) Head carried too high
- (5) Head carried too low (tip of ear below the wither)
- (6) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
- (7) Excessive nosing out

WESTERN TRAIL

1. 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. 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.
2. Horse shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
3. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, and 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. Gait between obstacles shall be at the discretion of the judge.
4. Open to all horses and ponies. Standard tack and attire for the Western division. Hands on reins may be changed. No tie-downs or martingales. The class will have no rail work. Horses may be asked to walk, jog (intermediate gait) and lope between obstacles.
5. Contestants will work in an assigned order of go. No work-offs or finals.
6. 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 ½ to minus 1 1/2: -1 ½ extremely poor, -1 very poor, - ½ poor, 0 correct, + ½ good, + 1 very good, + 1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

7. The following deductions will result:

A. One-half (½) point

- (1) Each tick of log, pole, cone, plant or any component of the obstacle

B. One (1) Point

- (1) Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle
- (2) Incorrect or break of gait at walk or jog (trot/gait) for two strides or less
- (3) Both front or hind feet in a single-strided slot or space at a walk or jog
- (4) Skipping over or failing to step into required space
- (5) Split pole in lope-over
- (6) Incorrect number of strides, if specified

C. Three (3) point

- (1) Incorrect or break of gait at walk or jog (trot/gait) for more than 2 strides
- (2) Out of lead or break of gait at lope (except when correcting an incorrect lead)
- (3) Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
- (4) Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries 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) point

- (1) Dropping slicker or object required to be carried on course
- (2) First or second cumulative refusal, balk, evading an obstacle by shying or backing
- (3) Letting go of gate or dropping rope gate
- (4) Use of either hand to instill fear or praise
- (5) Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries 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.
- (6) Blatant disobedience (including kicking out, bucking, rearing, striking)
- (7) Failure to complete obstacle
- (8) Holding saddle with either hand

E. Faults, which occur on the line of travel between obstacles, scored according to severity:

- (1) head carried too high
- (2) head carried too low (tip of ear below wither)
- (3) over-flexing or straining neck in head carriage so the nose is carried behind the vertical
- (4) excessive nosing out
- (5) opening mouth excessively

F. Disqualified 0-Score

- (1) Use of 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)
 - (2) Use of romal other than as outlined in AQHA rulebook
 - (3) Performing the obstacle incorrectly or other than in specified order
 - (4) No attempt to perform an obstacle
 - (5) Equipment failure that delays completion of pattern
 - (6) Excessively or repeatedly touching the horse on the neck to lower the head
 - (7) Entering or exiting an obstacle from the incorrect side or direction
 - (8) Working obstacle the incorrect direction; including overturns of more than 1/4 turn
 - (9) Riding outside designated boundary marker of the arena or course area
 - (10) Third cumulative refusal, balk, or evading an obstacle by shying or backing
 - (11) Failure to ever demonstrate correct gait between obstacles as designated
 - (12) Failure to follow the correct line of travel between obstacles
 - (13) Faults that occur on the line of travel between obstacles, which will be cause for disqualification:
 - a. head carried too low (tip of ear below the withers consistently)
 - b. over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently
8. 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. 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') and lope (at least 50') for the judges to evaluate these gaits.
9. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire obstacle.
10. At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three others selected from the list of optional obstacles.

A. Mandatory Obstacles:

- (1) Opening, passing through, and closing a gate. (Losing control of the gate is to be penalized.) Use a gate which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants 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 walkovers, trot-overs, and lope-overs should be as follows or increments thereof.
 - a. The spacing for walkovers shall be 20" to 24" (40cm to 60cm) and may be elevated to 12" (30cm). Elevated walkovers should be at least 22" (55cm) apart.
 - b. The spacing for trot-overs shall be 3' to 3'6" (90-105cm) and may be elevated to 8" (20cm).

- c. The spacing for lope-overs shall be 6' to 7' (1.8-2.1m) or increments thereof, and may be elevated to 8" (20cm).
- (3) Backing obstacle. Backing obstacles to be spaced a minimum of 28" (70cm). If elevated, 30" (75cm) spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
 - a. Back through and around at least three markers.
 - b. Back through L, V, U, straight, or similar shaped course. May be elevated no more than 24" (60cm).

B. Optional Obstacles, but not limited to:

- (1) Water hazard (ditch or small pond). No metal or slick bottom boxes to be used.
- (2) Serpentine obstacles at walk or jog. Spacing to be minimum of 6' (1.8m) for jog.
- (3) Carry object from one part of arena to another. (Only objects which reasonably might be carried on a trail ride may be used.)
- (4) Ride over wooden bridge. (Suggested minimum width shall be 36" (90cm) wide and at least six feet long). Bridge should be sturdy, safe and negotiated at a walk only.
- (5) Put on and remove a slicker.
- (6) Remove and replace materials from a mailbox.
- (7) Side pass (may be elevated to 12" (30cm) maximum).
- (8) An obstacle consisting of four logs or rails, each 5' to 7' long, laid in a square. Each contestant 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.
- (9) Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
- (10) A combination of two or more of any obstacle is acceptable.

C. Unacceptable Obstacles:

- (1) Tires
- (2) Animals
- (3) Hides
- (4) PVC Pipe
- (5) Dismounting
- (6) Jumps
- (7) Rocking or moving bridges
- (8) Water box with floating or moving parts
- (9) Flames, dry ice, fire extinguishers, etc.
- (10) Logs or poles elevated in a manner that permits such to roll.
- (11) Ground ties

- 11. 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 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.

RANCH HORSE DIVISION

APPOINTMENTS:

PERSONAL: Clothing should be clean and neat. Shirts with a collar and long sleeves are required along with Western boots.

TACK: Western saddles will be used. Bits will mirror the Western division with the exception of allowing mecate reins with horses 5 and under ridden in a snaffle. The judge or appointed equipment official may prohibit the use of bits or equipment considered to be severe. Mechanical hackamore, nosebands and tie-downs are permitted in breakaway roping only; however, these cannot have any bare metal in contact with the horse's head. Protective boots are only allowed in Working Cow Horse and Breakaway Roping.

RANCH REINING

The ranch reining class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns or other approved patterns by the show management and judge. Attire rules follow other judged western events.

CREDITS AND PENALTIES. 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.

To rein a horse is not only to guide him but also to control his 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 his 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 a fault that must be marked down according to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting a pleasing to watch.

PENALTIES:

One-half (1/2) Penalties: Starting a circle or exiting a roll-back at a fog for up to two (2) strides; delayed change of lead by one stride where the lead change is required by the pattern description; failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll-back; over-spin or under-spin up to 1/8 turn.

1 Point Penalties: Out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn. Slip-ping rein.

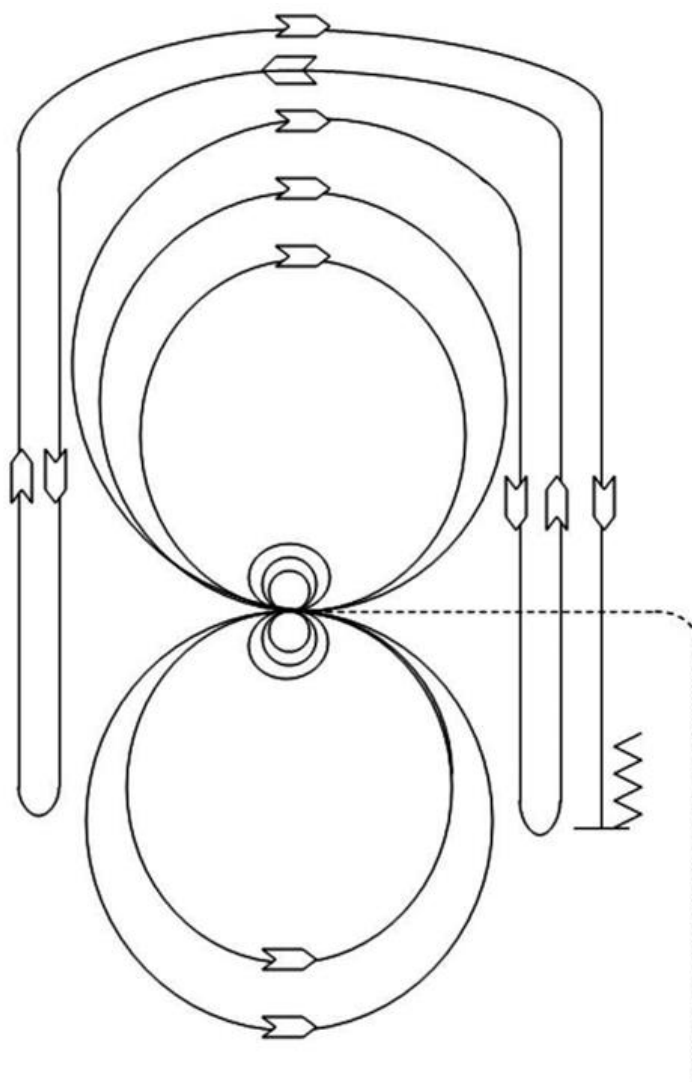
2 Point Penalties: Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to the first marker on run-in patterns; failure to completely pass the specified marker before initiating a stop position.

5 Point Penalties: Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise; use of two hands per maneuver; more than one finger between split reins or any fingers between romal reins per maneuver (except two rein).

Off-Pattern: breaking pattern; inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.); leaving arena before pattern is complete; repeated blatant disobedience; fall of horse/rider (run ends and credit will be given for work done). Exhibitors cannot place above others who complete the pattern correctly.

Disqualification: Lameness; abuse; illegal equipment; disrespect or misconduct; improper western attire.

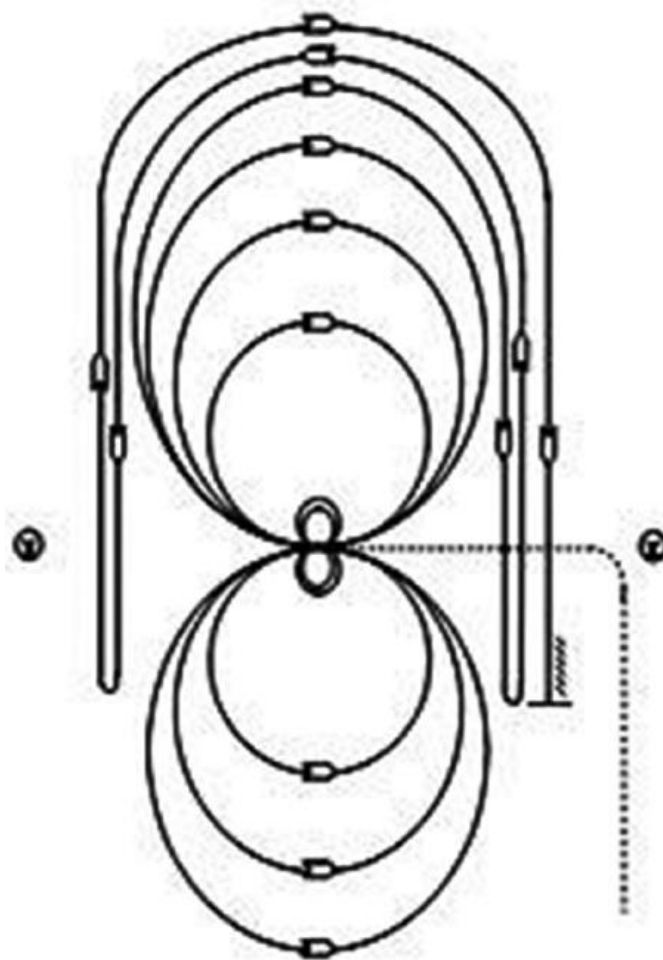
Ranch Reining Pattern 1



Mandatory Markers: The judge shall indicate with markers on arena fence the center of the pattern. Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around 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 from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

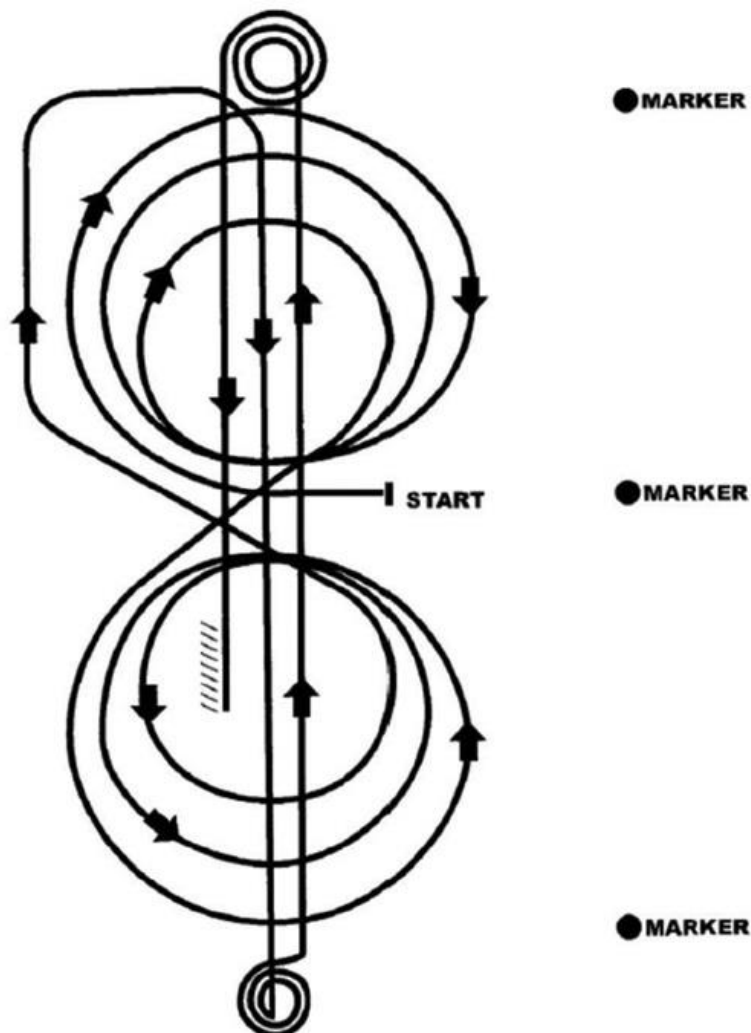
Ranch Reining Pattern 2



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

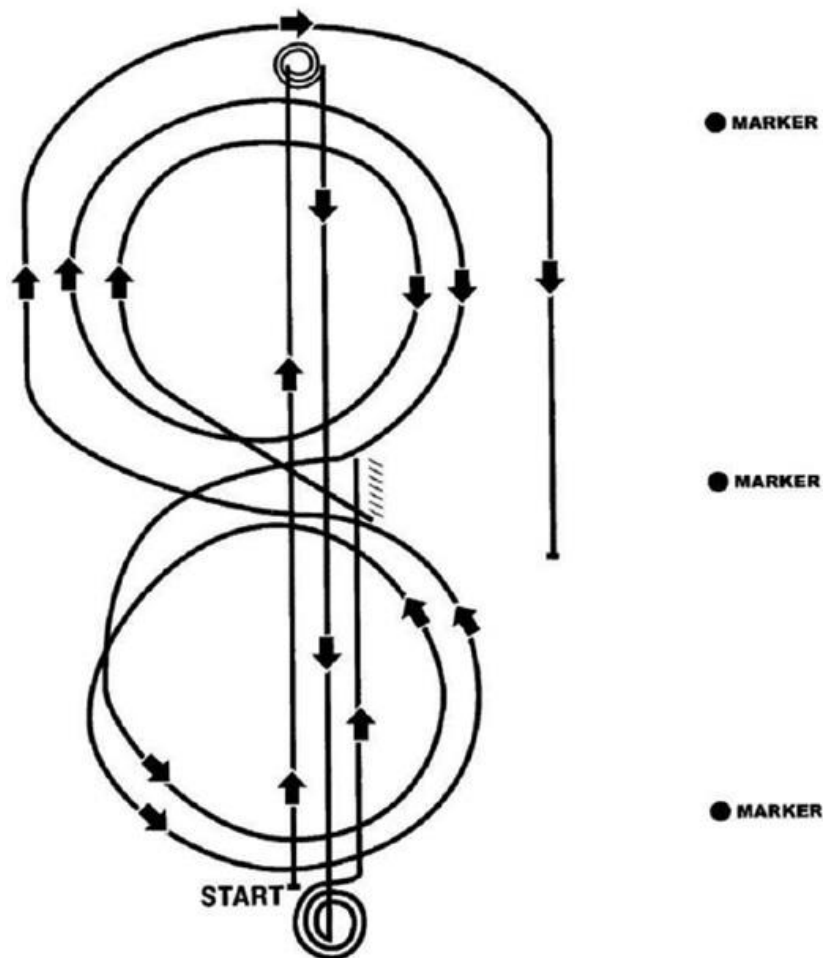
Ranch Reining Pattern 3



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop 10. Back at least 10 feet in a straight line

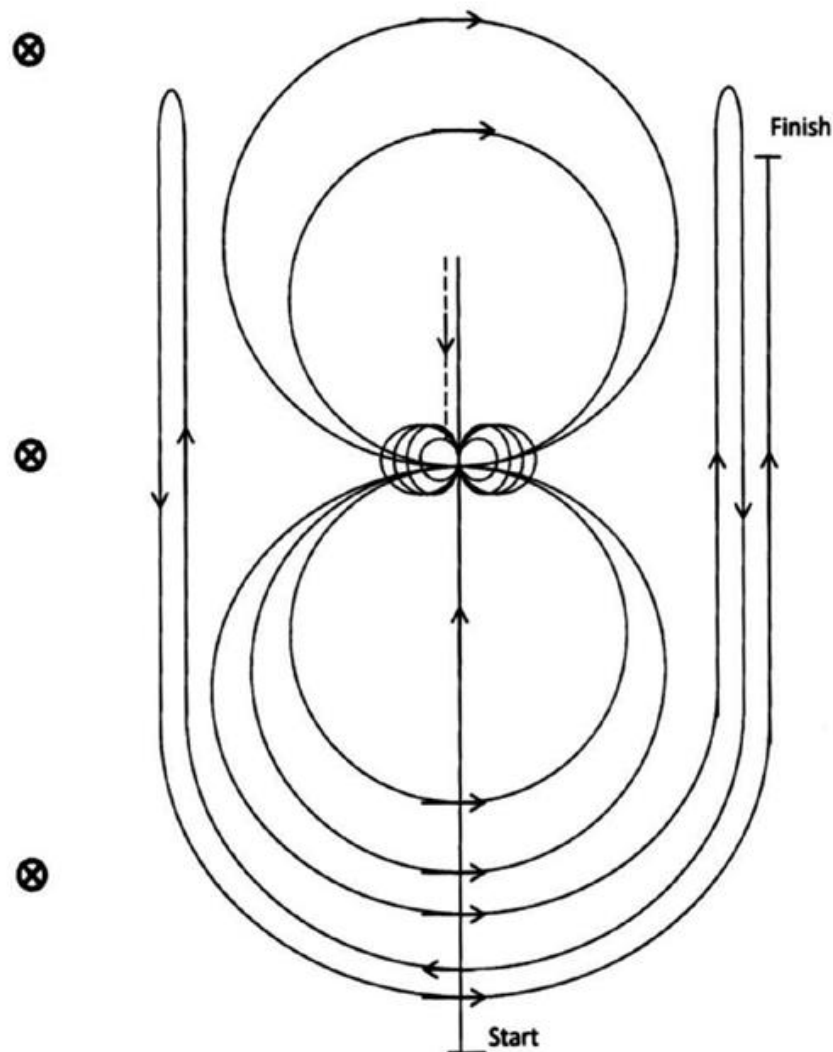
Ranch Reining Pattern 4



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

Ranch Reining Pattern 5



Mandatory Markers along Fence or Wall. The judge shall indicate the area for the pattern with six markers on arena fence. Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet.

Hesitate.

2. Complete four right spins.

3. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.

4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.

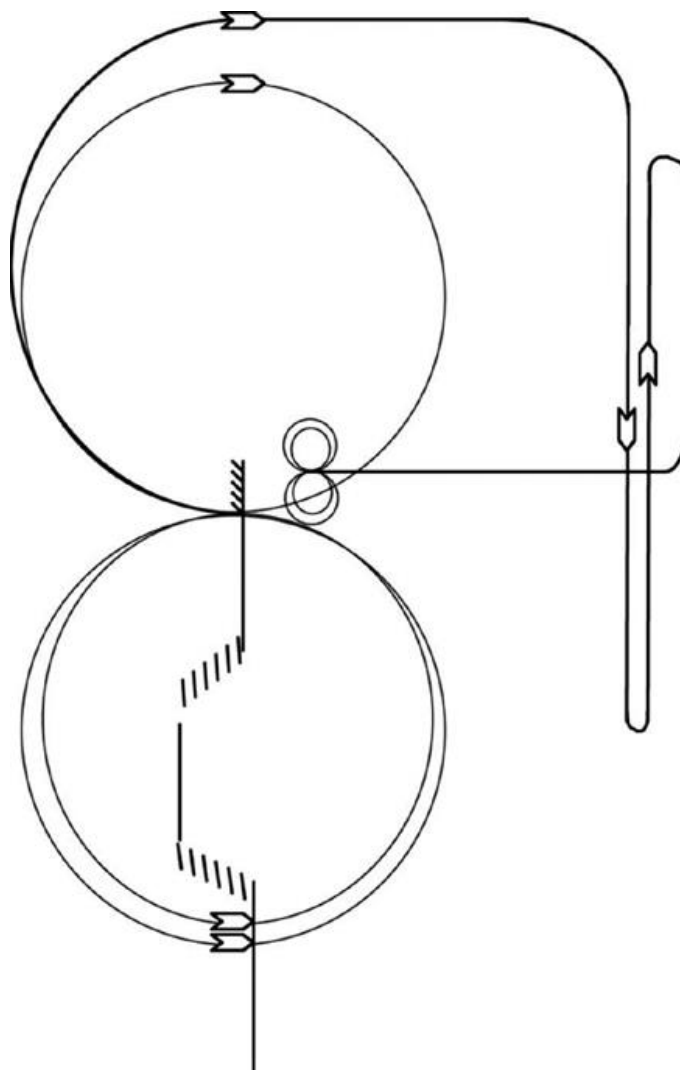
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.

6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.

7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.

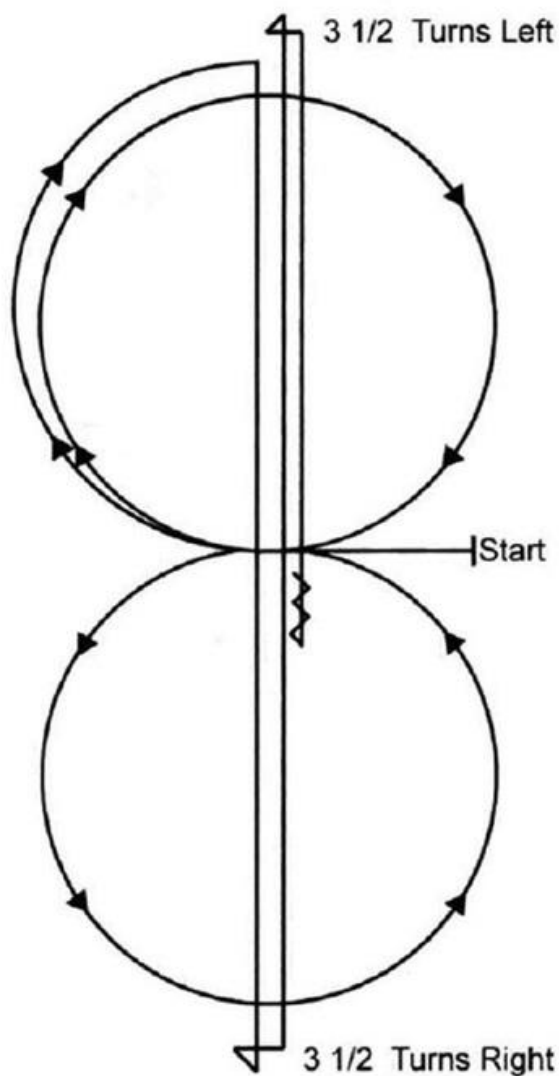
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

Ranch Reining Pattern 6



Ride pattern as follows:

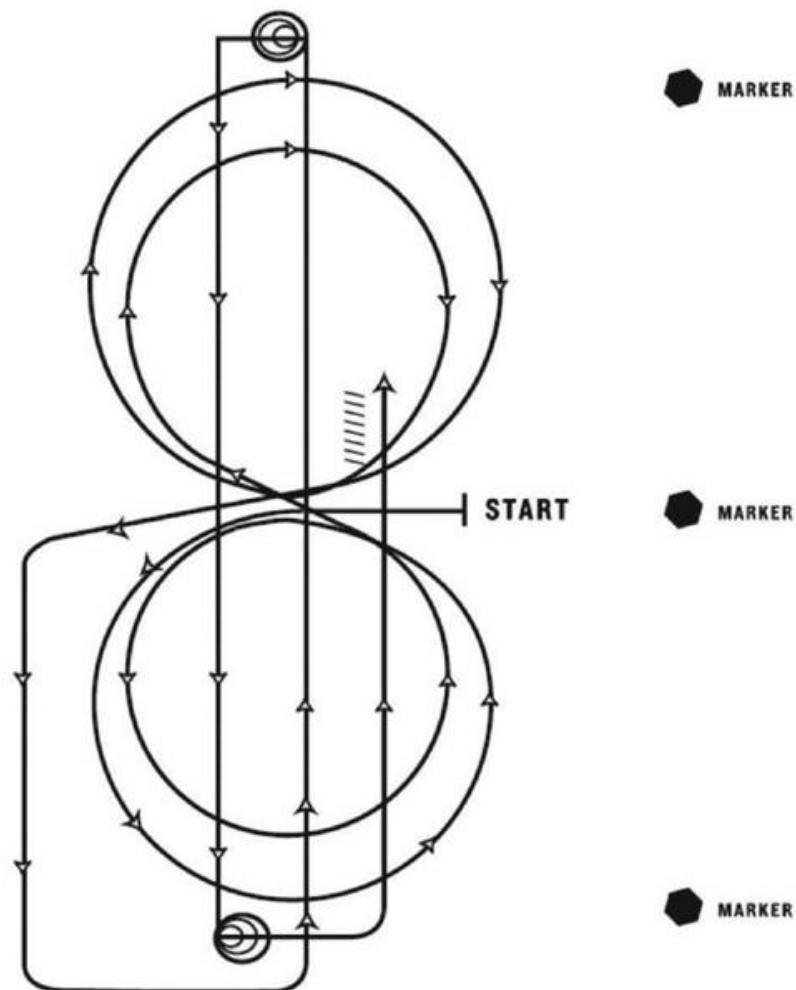
1. Enter arena at sitting trot
2. Two-track left, trot straight, then two-track right [Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an extended trot
4. Stop and back; make left 90 degree pivot
5. Begin on right lead and lope one fast circle
6. Change leads; lope two fast circles to left
7. Change leads; lope, beginning a second right circle
8. Continue circle to wall and lope down wall
9. Make left roll back using wall as assistance
10. Lope straight down wall; Make right roll back using wall as assistance
11. Lope to middle of arena; stop
12. Make two spins each direction
13. Exit arena at a trot

Ranch Reining Pattern 7

Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

Ranch Reining Pattern 8



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right.
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left.
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right.
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.

General Breakaway Roping Protocols

1. Contest must have 2 (two) judges-a Field Judge to flag the finish of a run and a Barrier Judge.
2. The horse must start from behind an automatic barrier. Length of score line will be adjusted to fit arena conditions and shall not exceed one foot per 20 feet of arena length.
3. If a calf gets out of the arena, timers will stop the watches when flagman signals and roper will get the same calf back. Roper will be given lap and tap start with time expired when calf got out added to this time.
4. Suitable calves as uniform as possible are needed. Judges and officials will eliminate any uneven calves. All calves must have been run at least once before the contest begins.
5. Working order will be drawn for all ropers. Failure to rope in drawn working order will be grounds for disqualification.
6. Calves will be gate cut. The same person must open the gate and tail the calves for all contestants in a go-round. No assistance will be allowed in the arena, including the box. Only show officials and exhibitors are permitted in the arena during competition.
7. Calves may be roped more than once in a go-round.
8. A Barrier judge will be designated before the contest. If the horse breaks the barrier as a result of starting too soon, the roper will be fined a 10-second penalty. If any part of the barrier fails to work and such failure results in disadvantage to roper, roper may request calf over at discretion of Barrier judge, if he/she declares him/her-self immediately. Once calf is roped at, no roper will receive calf over because of equipment failure. Decisions of the Barrier judge are final.
9. These are timed events. The same common Professional Rodeo Cowboy's Association conditions and standards which apply to breakaway roping apply in this contest.

BREAKAWAY ROPING

1. This is a timed event with a 45-second time limit per exhibitor.
2. Two loops will be permitted. One or two ropes are to be tied to the saddle horn by a heavy string (furnished by show management) in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth (any color) must be attached to the rope at the saddle horn to make it easier for the Flag Judge to see it break free. No more than three (3) feet of tail (rope) shall hang from the saddle horn.
3. Should the roper desire to use a second loop, he/she may either recoil if carrying only one rope, or use a second rope tied to the saddle horn. If the second loop falls loose, it cannot be rebuilt.
4. The contestant may free his/her first rope from the horn after a miss, before getting his/her second loop ready if he/she wishes.
5. The contestant shall receive no time should he break the rope from the horn by hand or touch the rope or string after the catch is made. If the rope dallies or will not break free when the calf reaches the end of it, the contestant will receive no time.
6. Time will be called from drop of flag at barrier to the break of rope string from the saddle horn. A legal catch is a loop that goes around the calf's head and draws up on any part of the body, causing the rope to break from the saddle horn. Roping the calf without releasing the loop from the hand is not permitted.
7. The contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position his horse behind the barrier, enabling the contestant to rope the calf without leaving the barrier or box, shall be considered a disqualification.
8. Rope may not pass through bridle, tie down, neck rope or any other device.
9. A judge may, at his/her discretion, use the ring steward and other show officials to assist as Barrier Judges to help determine legal catches or any rule infractions.

RANCH ROPING

The goal of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate the cow from herd and should not receive credit for separation from herd. If the cow is separated from the herd there should be no running or cutting of the cow. This is a judged event with a 2 minute time limit. There shall be a 30 second warning given prior to the end of the run. The rope must be thrown and the contestant may rebuild and throw an unlimited number of loops. No credit will be given for additional loops after a successful catch of any part of the animal. The honda on the rope used must be of a breakaway design. Ropes may not be tied hard and fast to the saddle horn.

For this event the arena will be shortened with the addition of portable panels. The exhibition area should typically be normal width of the arena (usually 100 to 150') by 45' – 75'. Show management or the judge may make adjustments to the size of the arena to allow for the temperament of the cattle.

Horse and rider must start from an entrance gate which will be opposite from where ten (10) calves/yearlings are held as a herd with each bearing a number 0 - 9. A random draw will be used to select the calf to be roped, which will be announced to the contestant when the horse enters the arena gate.

The contestant should make a desired catch, position their horse in an appropriate manner and dally up. A desired catch is defined as one in which the animal is roped and the rope comes tight in front of the animal's shoulders. A catch of any other part of the animal shall be considered legal but the exhibitor will receive a penalty. When the calf breaks free from the honda, the Flag Judge will signal the end of the run. In order to receive a score, the exhibitor must have a dally (full wrap) in place at the time the animal breaks free from the Honda.

The show committee will provide 2-4 herd holders. The sole duty of the herd holders is to settle the cattle prior to the event and between runs.

Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.

Each maneuver will be scored from a plus three to minus three in ½ point increments.

Credit Earning

- A. Ability to sort.
- B. Stopping.
- C. Ability to rope out of the herd without disturbing other cattle.
- D. Dallying.
- E. Ability to manage coils.
- F. Ability to manage rope and position of horse while dallying.
- G. Difficulty of a throw that results in a successful catch.

Penalties

A. Ten (10) point penalty

- (1) Roping any portion of the cow other than the head/neck.

B. Five (5) point penalty

- (1) Multiple loop run (penalty may be assessed for each rebuild with a maximum of 15 points taken).
- (2) Running / scattering of the herd.
- (3) Blatant disobedience of the horse including kicking, biting, rearing or striking.
- (4) Inability of rider to efficiently recoil and build a loop after a miss.

C. Three (3) point penalty

- (1) Too much time in the herd without roping.
- (2) Loss of cow (re-cut in the herd).

D. One (1) point penalty

- (1) Loss of working advantage.

E. Zero (0) score / DQ

- (1) Running into or over cattle.
- (2) Schooling.
- (3) Whipping or hitting horse with rope.
- (4) Thrown from horse.
- (5) Fall to ground.
- (6) Loss of rope.
- (7) Bucking.
- (8) Roping wrong cow.
- (9) Roping more than 1 cow with the same loop.
- (10) Excessive running of the cattle.
- (11) Failure to catch.

WORKING COW HORSE WITH BOXING ONLY

This class has been designed to demonstrate and measure the horse's ability to do cow work. Holding of the saddle horn is permitted in this class. After calling for the cow, there will be a two minute time limit for cow work in this class. When there is one minute left on the time, the announcer will announce "one minute". At two minutes, the announcer will call time. The judge may also blow a whistle at any time for the contestant to cease work for safety reasons and will blow a whistle twice to award a new cow.

Using two hands on a curb bit will result in a two point run content deduction per maneuver in all classes.

Part One - Boxing the cow: 40 pts.

The rider shall face the cattle entry gate. The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate their horse's ability to "hold" the cow.

Part Two - Release cow and drive down the side of arena to opposite end of arena: 20 pts.

After the cow has been controlled on the entrance end of the arena, the rider shall drive and rate the cow down the side of the arena to the opposite end of the arena and maintain contact (stay within 1 horse length) with the cow. Driving to the opposite end of the arena demonstrates the horse's ability to rate and control the cow. Rider should release the cow before reaching the end of the arena.

Part Three - Boxing the cow at opposite end of arena: 40 pts.

Once the cow reaches the markers at the end of the arena, the exhibitor will again control or "hold" the cow at this end of the arena for a sufficient amount of time. Contestant can stop and raise their hand to quit before the 2 minutes are up if they feel they have demonstrated their horse's ability to "hold" the cow.

Credits:

- A - Maintaining control of the cow at all times
- B - Exhibiting superior cow sense and natural ability without excessive reining or spurring
- C - Degree of difficulty
- D - Eye appeal

Scoring for Part One and Three – Boxing (maximum of 40 pts at each end of the arena)

Credit:

- Expression by the horse and making moves with little rider assistance
- Holding and controlling the cow
- Amount of work actually done and degree of difficulty of the work

Deductions:

- Horse having to be reined excessively
- Letting cow escape to start drive down side of arena instead of being held, released, and driven down the side of the arena.

Scoring for Part Two – Driving down arena (Maximum of 20 pts.)

To have the opportunity to receive full credit for the drive down, the cow must be driven down the side of the arena under control.

Credit:

- Rating the cow
- Blocking the cow with pressure towards the end of the arena
- Driving cow to the opposite end of the arena

Deductions:

- Unable to direct the cow to the opposite end of arena
- Failure to rate the cow
- Letting the cow return to the entry gate

1 pt penalties:

A - Loss of working advantage
C - Excessive reining or excessive spurring
E - Changing sides of arena
L - For each length horse runs past cow
P - Working out of position
S - Slipping rein
W - Excessive shipping, spurring, or hollering

2 pt penalties:

Using two hands on a curb bit per maneuver.

3 pt penalties:

K - Knocking down cow without having working advantage

5 pt penalties:

B - Spurring or hitting in front of cinch at any time
C - Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate
D - Turn tail
F - Balking

Score of 0:

G - Out of Control

H - Leaving working area before pattern is complete

I - Fall of horse or rider

J -Bloody mouth

K - Schooling horse between cows, if new cow is awarded

L - Rider hits or kicks the animal being worked with reins in an abusive manner

M -Failure to quit working a cow after a new cow has been awarded

RANCH RIDING

1. Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving.
2. Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition. Maneuvers may include:
 - A. Walk, trot, and lope both directions.
 - B. Extended trot and extended lope at least one direction.
 - C. Stop and back from any gait.
 - D. Side pass.
 - E. Turns on the hindquarters of up to 2½ turns.
 - F. Turns on the forehand of up to 180°.
 - G. Change of lead (simple or flying).
 - H. Walk, trot, or lope over a pole(s).
3. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will be penalized.
4. Tack and Equipment: Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized. Roping reins or reins with romal are permitted.

5. Use of hands: Only one hand may be used on reins and hands must not be changed. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
6. The class may be conducted inside or outside of an arena.
7. To break ties or to resolve close placings, the judge, at his/her discretion, may require designated contestants to work on the rail or repeat any portion of the pattern.
8. Part of the evaluation of this class is on smoothness of transitions. All transitions should be smooth without undue exaggeration or resistance from the horse.
9. Description of Ideal Gaits – The ideal ranch riding horse will have a natural head carriage at each gait – neither too high nor too low.
 - A. Walk – The walk should be straight, square, flat footed, relaxed with the horse moving out freely and looking ahead
 - B. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.
 - C. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance.
 - D. Natural Gait and Extended Natural Gait – Non-trotting horses should perform their natural gait where a trot is indicated and show a distinctive difference in speed of that gait where an extended trot is asked. The natural gait should be smooth and appear effortless for riding long distances.
 - E. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances. Excessively slow or 4 beat lope should be penalized.
 - F. Extended Lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.
 - G. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.
 - H. Reverse and Turns – A horse should turn briskly and flat with front feet, while holding an inside rear pivot foot.
 - I. Turn on the Forehand – Hind end should move around with minimal movement of the front feet.
 - J. Sidepass – a smooth, fluid sideways movement with a clean cross-over in front and behind.
 - K. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.

10. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The individual maneuvers are scored in $\frac{1}{2}$ point increments from a low of $-1\frac{1}{2}$ to a high of $+1\frac{1}{2}$ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.

A. One (1) point penalties:

- (1) Too slow/per gait
- (2) Over-Bridled
- (3) Out of Frame
- (4) Break of gait at walk or jog for 2 strides or less
- (5) Split leg at lope

B. Three (3) point penalties

- (1) Break of gait at walk or jog for more than 2 strides
- (2) Break of gait at lope
- (3) Wrong lead or out of lead
- (4) Draped reins
- (5) Out of lead or cross-cantering more than two strides when changing leads
- (6) trotting more than three strides when making a simple lead change
- (7) Severe disturbance of any obstacle

C. Five (5) point penalties

- (1) Blatant disobedience (kick, bite, buck, rear, etc.)

D. Placed below horses performing all maneuvers

- (1) Eliminates maneuver
- (2) Incomplete maneuver

E. Zero (0) score

- (1) Illegal equipment
- (2) Willful abuse
- (3) Major disobedience or schooling

RANCH TRAIL

1. This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.
2. Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.
3. 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 deems unsafe or non-negotiable prior to the start of the class. 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.

4. At least two or three obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tie breaker.
5. Tack and Equipment:
 - A. Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized.
 - B. Wearing gloves, leather or fabric, is optional. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
 - C. Roping reins or reins with romal are permitted, but must be used with a snap attachment if a ground tie is in the course.
6. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
7. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.
8. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.
9. No additional credit will be given for unnecessary/additional maneuvers (such as sidepassing to and from an obstacle).
10. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.
 - A. A rider will lose 15 points if an obstacle is attempted and not completed.
 - B. The maximum points a rider can lose on any one attempted obstacle is 15 points.
11. A rider may elect to skip an obstacle without disqualification. He/she may do so with the judge assigning a 20 point penalty.
12. Judges shall continue to score the entirety of all rides even in the event that a composite score of zero will be given (DQ). After the ride is complete, the judge shall designate on the score card that a total score of zero was given.
13. 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 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be

determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

A. One-half (½) Point

- (1) Each tick of log, pole, cone, plant, or any component of the obstacle.

B. One (1) Point

- (1) Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.
- (2) Incorrect or break of gait at walk or jog for two strides or less.
- (3) Both front or hind feet in a single-strided slot or space at a walk or jog.
- (4) Skipping over or failing to step into required space.
With the nature of the uneven/random spacing of some step-overs, if the horse can navigate the obstacle cleanly without stepping into every little space, that is fine. I.e., not every space in a step-over is a “required” space.
- (5) Split pole in lope over.
- (6) Incorrect number of strides, if specified
- (7) Each step, up to three steps, moved during ground tie or picking up hooves.

C. Three (3) Points

- (1) Incorrect or break of gait at walk or jog for more than 2 strides.
- (2) Out of lead or break of gait at lope (except when correcting an incorrect lead).
- (3) Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
- (4) Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot.

D. Five (5) Points

- (1) Dropping slicker, log rope, or object required to be carried on course.
- (2) Dropping lariat anywhere on course other than after completion of roping obstacle.
- (3) Each refusal, balk, or evading an obstacle by shying or backing.
- (4) Letting go of gate.
- (5) Use of either hand to instill fear or praise.
- (6) Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
- (7) Blatant disobedience (including kicking out, bucking, rearing, striking).
- (8) Moving more than 3 steps during ground tie or picking up hooves.
(Note: “Holding the saddle with either hand” is a 5-point penalty in Western Trail but is **not** a penalty in Ranch Versatility Trail.)

E. One (1) to Five (5) Points

- (1) Faults, which occur on the line of travel between obstacles, are scored according to severity:
- (2) Head carried too high
- (3) Head carried too low (tip of ear below the withers)

- (4) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
- (5) Excessive nosing out
- (6) Opening mouth excessively

F. Fifteen (15) points

- (1) Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
- (2) Excessively or repeatedly touching the horse on the neck to lower the head.
- (3) Failure to ever demonstrate correct gait between obstacles as designated.
- (4) Failure to complete an obstacle once attempted.
- (5) Maximum number of points that can be lost on any one attempted obstacle.

G. Twenty (20) points

- (1) No attempt to work an obstacle.

H. Disqualified 0 – Score

- (1) Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
- (2) Performing the obstacle incorrectly or other than in specified order.
- (3) Equipment failure that delays completion of pattern.
- (4) Entering or exiting an obstacle from the incorrect side or direction.
- (5) Working obstacle the incorrect direction.
- (6) Riding outside designated boundary marker of the arena or course area.
- (7) Significant deviation from correct line of travel between obstacles.

14. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list.

A. Mandatory Obstacles:

- (1) Opening, passing through, and closing a gate. This gate may not be a rope gate.
- (2) Log Drag – Horse must be willing to drag a log for a short distance in a straight line. Rider to pick up rope while mounted at point A, and drop rope at point B. Rope may not be tied hard and fast to the saddle horn; dallying is optional. Log size should be roughly the size of a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.
- (3) Stationary Steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.

B. Optional Obstacles:

- (1) Mailbox – Rider will open and close a mailbox when mounted.
 - (2) Bridge – Horse should walk willingly over a bridge. The bridge may be stationary or “teeter-totter” with a 4” maximum rocker pole.
 - (3) Slicker – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.
 - (4) Walk-over log-L obstacle – Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.
 - (5) Step-overs at a walk, trot, or lope – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 18”.
 - (6) Water hazard – The horse should enter and exit the water hazard in a quiet manner.
 - (7) Back through obstacle – Straight, “L”, or into/out of a marked location.
 - (8) Sidepass – Straight, one direction, may or may not be elevated.
 - (9) Ground Tie – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while ground-tying.
 - (10) Pick up front feet – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course.
 - (11) Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.
- C. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

SPEED EVENTS DIVISION

APPOINTMENTS:

PERSONAL: Clothing should be clean and neat. Shirts with a collar and long sleeves are required along with western boots. All exhibitors are required to wear a properly fitted ASTM/SEI equestrian helmet with a fastened chin harness. It is the responsibility of the exhibitor or the parent or guardian or trainer of exhibitor to ensure compliance. **No exhibitor may be tied, buckled or fastened into the saddle in any manner or by any means during competition. Stirrup, stirrup leathers or any part of the fender should not be attached by any means to the cinch, breastplate, saddle, horse, or anywhere other than where it is normally attached to the saddle.**

TACK: Western saddles will be used. A mechanical hackamore or other bridles can be used. However, the judge or appointed equipment official may prohibit the use of bits or equipment considered to be severe. Nosebands and tie-downs are allowed in speed events; however these **cannot** have any bare metal in contact with the horse’s head.

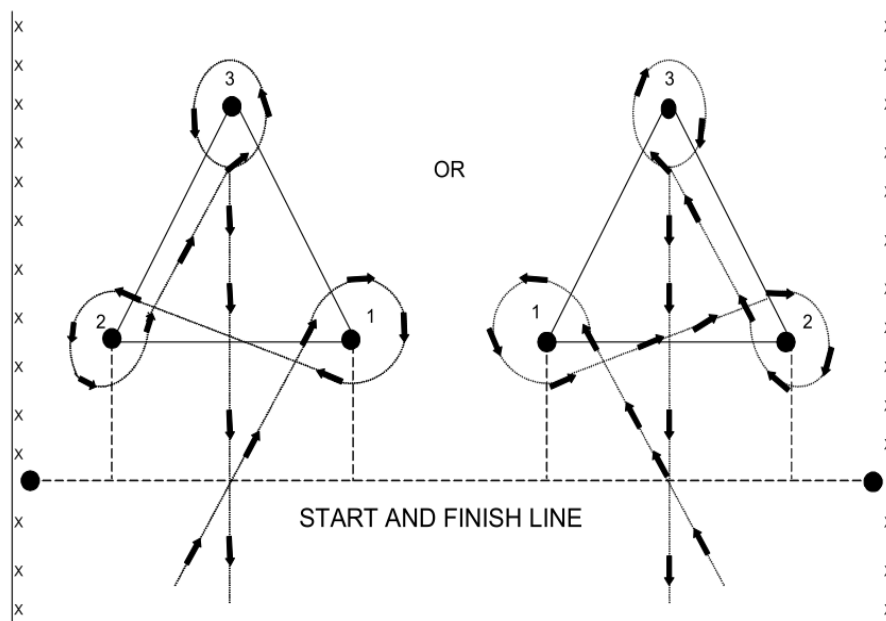
GENERAL RULES:

1. Each contestant will enter the arena from within a designated area behind the arena gate. Arena conditions and show management will determine where the run will begin and end.
2. The contestant is allowed a running start. Timing shall begin as soon as the horse reaches the starting line and will be stopped when the horse passes over the finish line.
3. A closed gate finish will be used.
4. An electric timer, when accessible, will be the official time. Otherwise, at least two watches shall be used, with the average time of the two watches to be the official time. Starting line markers or electric timers, when possible, shall be placed against the arena fence.
5. The judge may disqualify a contestant for excessive use of a bat, crop, whip, reins or rope anywhere on the horse.
6. In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply to the two-second rule, but will apply to the final runoff time.
7. In the event of show management problems (ie: timer malfunction, etc.), the contestant will receive a rerun. The contestant shall have the option of performing the rerun immediately or electing to move to the end of the class and rerun.
8. No assistance, to either horse or rider, is permitted past the arena gate.
9. All exhibitors are required to wear a properly fitted ASTM-SEI approved equestrian helmet with a fastened chin harness the entire time the exhibitor is in the arena.

BARREL RACING

1. Speed Events General Rules apply.
2. Barrel Racing is a timed event.
3. The course must be set to fit the arena. The course should be set so that a horse may have ample room to turn and stop. (All barrels are recommended to be at least 21 feet from the fence if possible.)
4. Knocking over a barrel shall carry a five (5)-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in Barrel Racing. A superintendent, ring steward or some other official will be designated to rule pattern disqualifications in the absence of the official show judge.

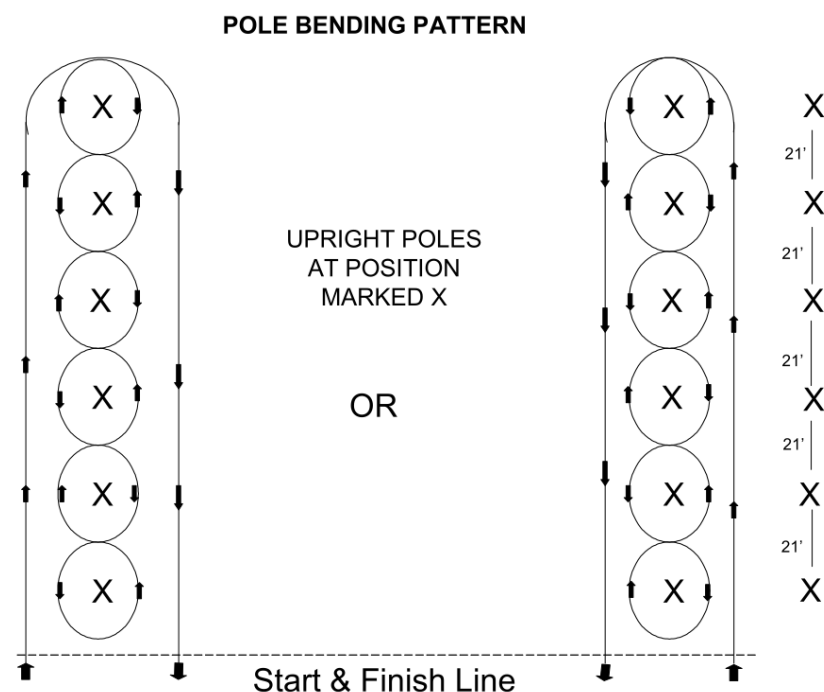
BARREL RACING CONTEST



POLE BENDING

1. All Speed Events General Rules apply.
2. Pole Bending is a timed event.
3. The Pole Bending pattern is to be run around six poles. Each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line.
4. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

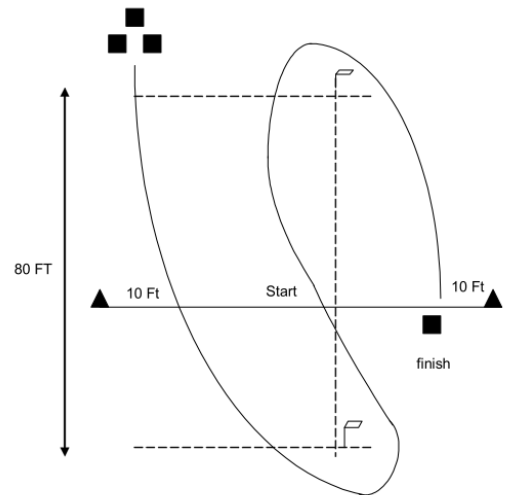
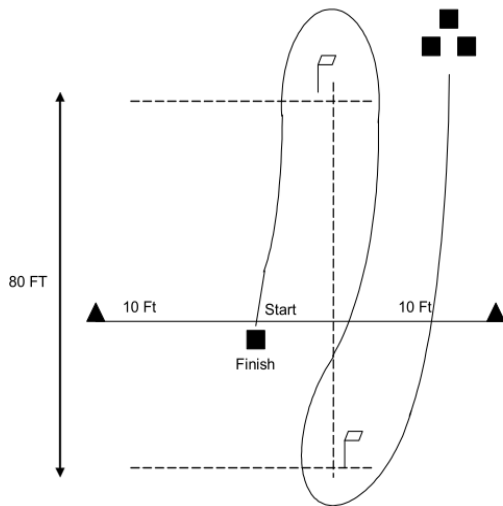
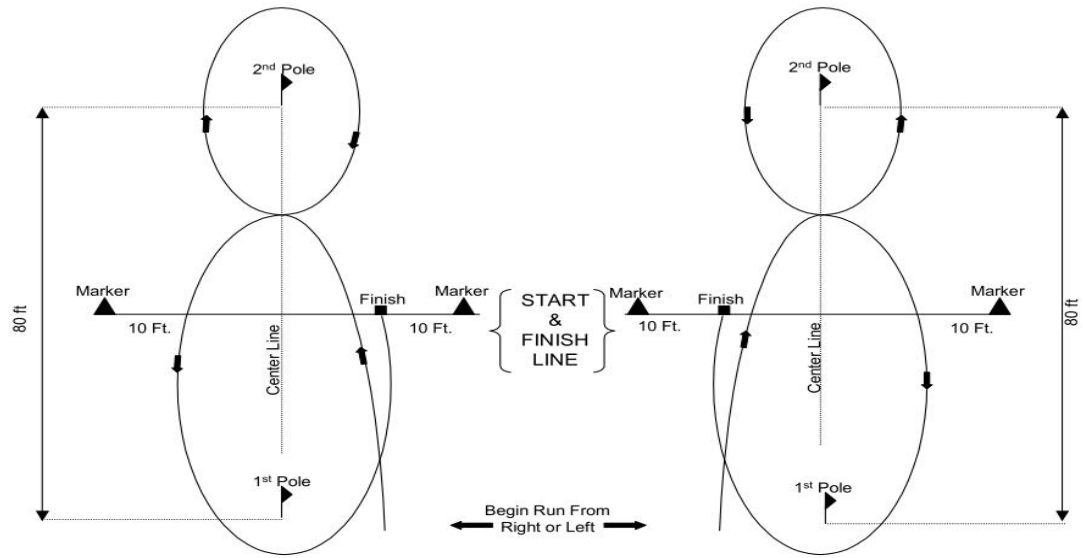
5. The course must be set to fit the arena. The course should be set so that a horse may have ample room to turn and stop.
6. Knocking over a pole shall carry a five (5)-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole(s) with his or her hands in Pole Bending. A superintendent, ring steward or some other official will be designated to rule pattern disqualifications in the absence of the official show judge.



STAKE RACE

1. All Speed Events General Rules apply.
2. The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Start by crossing midline between the upright markers, run pattern as shown in diagram, and finish by again crossing center line. The contestant starts between the two center markers and runs a pattern around the two end poles. The first run may be either left or right, however, the second turn must be opposite of the first.
3. This is a timed event. If an upright marker is knocked down, there is no time.
4. Upright markers are set 40 feet on either side of the center line. Two upright markers will be placed on the starting line 20 feet apart (10 feet on each side of the mid-line). If an electric timer is used, it is suggested that rubber cones, short enough so as not to interfere with the timer, be used.
5. Contestants must cross start and finish line between the markers. Failure to do so shall result in disqualification.
6. All contestants are eligible to enter in Stake Race.

ACCEPTABLE STAKE RACE PATTERNS



SADDLE SEAT DIVISION

Horses entering the Saddle Seat Division may not show in Gaited Division classes.

Horses entering the Saddle Seat Division are not permitted to have pulled, braided, or banded manes.

APPOINTMENTS

All tack, bits, equipment, shoeing regulations and attire that are accepted in the respective breed association and/or USEF will be permitted.

SADDLE SEAT ENGLISH PLEASURE (Trotting)

1. Class will be judged on manners, suitability and performance of horse at the discretion of the judge. Conformation of the horse may be considered in situations of extremely close performance only.
2. Horses are shown at a flat walk, true two-beat trot, and correct canter with a three-beat cadence both ways of ring, with light contact being maintained with the horse's mouth. Extreme highly animated action is not desired.
3. Horses must back easily and stand quietly.
4. Judge has option to request any additional work.
5. Horses are to be reversed at a halt/walk.

SADDLE SEAT EQUITATION (Trotting)

1. General:
 - A. 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.
 - B. Rider should convey the impression of effective and easy control. To show a horse well, rider should show him/herself to the best advantage. Ring generalship shall be taken into consideration by the judge. A complete picture of the whole is of major importance.
 - C. Riders will be judged on basic position in the saddle; position and use of hands, legs and seat; ability to control and show the horse and suitability of horse to rider.
 - D. Results, as shown by the performance of the horse, are not to be considered more important than the methods used by the rider to obtain those results.
2. Seat - Position of Hands, Legs and Feet:

- A. Basic Position: To obtain proper position, rider should place himself comfortably in the saddle and find his 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. Irons should be placed under ball of foot (neither toe nor home) with even pressure on entire width of sole. Lower legs and feet should be kept reasonably close but not in contact with horse, except when applying aids.
- B. Position In Motion:
 - (1) Walk: slight motion in saddle.
 - (2) Trot: slight elevation in saddle posting; hips under body not mechanical up-and-down or swinging forward and backward.
 - (3) Canter: close seat; going with horse.
- C. 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 at which the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional, except that both hands shall be used and reins must be picked up at one time. Bight of rein must fall on the off-side of the horse.

3. Class Routine:

- A. Each rider will individually perform a given pattern within a set time period. The pattern may be composed of any combination of maneuvers listed in the optional list of test below. Failure to execute or complete the pattern will not be disqualification but shall be scored accordingly. Scores must be posted on completion of the class.
- B. The judge will use the individual work scores to determine the top riders which may be requested to perform additional individual work or rail work.
- C. Those selected riders (or all riders if the class is small) will be required to work on the rail to determine final placing.
- D. Riders selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. Any or all riders may be requested to perform additional work or tests.
- E. Optional List of Tests for Saddle Seat Riders. Test may include but are not limited to the following:
 - (1) Pick up the reins (only in line up).
 - (2) Back for not more than eight steps.
 - (3) Circle at canter on the correct lead.
 - (4) Figure 8 at the trot, demonstrating the proper change of diagonals. The rider should be on the left diagonal when trotting in a clockwise direction and on the right diagonal when circling counter-clockwise. On the left diagonal, the rider will be sitting in the saddle when the horse's left front leg is on the ground. The rider is on the right diagonal when he is sitting in the saddle when the horse's right leg is on the ground.
 - (5) Figure 8 at the canter on correct lead, demonstrating a simple change of leads. (A simple change of leads is one in which the horse is brought back into a halt/walk before being restarted in a canter on the opposite lead.) Figures should be started at the center of the two circles so that one change of leads is shown.
 - (6) Execute a serpentine at a trot and/or canter on the correct lead, demonstrating simple change of lead.

- (7) Change leads down the center of the ring or on the rail, demonstrating simple change of lead.
 - (8) Change diagonals down the center of the ring or on the rail.
 - (9) Ride without stirrups for a brief period.
4. **Suggested Scoring:** Scoring may be on a basis on 0-100 with 1/2 point increments acceptable, an approximate breakdown follows:
- 90-100: Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely and smoothly.
 - 80-89: Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of pattern.
 - 70-79: Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
 - 60-69: Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective equitation, or commits two or three minor faults in the performance or appearance and position of exhibitor.
 - 50-59: One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horses.
 - 40-49: Two major faults or many minor faults in the performance or appearance and position of exhibitor.
 - 30-39: Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance or appearance and position of exhibitor.
 - 20-29: Exhibitor commits one or more severe faults in the performance or appearance and position of exhibitor, but does complete the class and avoids disqualification.

GAITED DIVISION

Horses entering the Gaited Division may not show in Saddle Seat Division classes.

APPOINTMENTS

All tack, bits, equipment, shoeing regulations and attire that are accepted in the respective breed association and/or USEF will be permitted.

ALL GAITED (Non-trotting) Entries in This Division MUST Pass Inspection with the show DQP prior to competing.

GAITED PLEASURE (Walking Horses)

This class is limited to Tennessee Walking Horses and Spotted Saddle Horses who perform the flat walk and running walk. All entries padded or unpadded can participate in this class. All horses must be shown in accordance with standard shoeing and tack regulations set forth by the SHOW rulebook.

1. Horses shall be required to perform 2 gaits: flat walk and running walk as appropriate for breed.
2. Horses must back easily and stand quietly.
3. Horses will be judged on manners, suitability and performance.
4. Form is not to be sacrificed for speed.
5. Horses entered in this class may not enter the racking Gaited Pleasure class or the non-walking/racking type Gaited Pleasure class and may not show in the Saddleseat English Pleasure (Trotting) or Saddleseat Equitation (Trotting) classes.

GAITED PLEASURE (Racking Horses)

This class is limited to any breed of gaited horse that performs the racking gait. All entries padded or unpadded can participate in this class. All horses must be shown in accordance with standard shoeing and tack regulations set forth by the SHOW rulebook.

1. Horses shall be required to perform 2 gaits: show walk and rack.
2. Horses must back easily and stand quietly.
3. Horses will be judged on manners, suitability, and performance.
4. Horses are to be reversed at a walk.
5. Form is not to be sacrificed for speed.
6. Horses entered in this class may not enter the walking horse gaited pleasure or the non-walking/racking type Gaited Pleasure class and may not show in the Saddleseat English Pleasure (Trotting) or the Saddleseat Equitation (trotting) classes.

GAITED PLEASURE (Non-Walking/Racking Type)

This class will include but is not limited to non-trotting breeds such as the Rocky Mountain Horse, Missouri Fox Trotter, Paso Fino, Standardbred, etc. All horses must be shown in accordance with standard shoeing and tack regulations per their individual breed association (Paso Finos – PFHA; Fox Trotters – MFTHBA; Mountain Horses – RMHA).

1. Horses shall be shown at the walk/flat walk as appropriate for the breed and pleasure gait.

2. Horses must back easily and stand quietly.
3. Horses will be judged on manners, suitability and performance.
4. Horses are to be reversed at the walk.
5. Form should not be sacrificed for speed.
6. Horses entered in this class may not enter the walking horse gaited pleasure or the racking horse gaited pleasure class and may not show in the Saddleseat English Pleasure (Trotting) or the Saddleseat Equitation (trotting) classes.

GAITED EQUITATION

1. This class would include but is not limited to non-trotting breeds such as the Tennessee Walking Horse, Spotted Saddle Horse, Racking horse, Rocky Mountain Horse, Paso Fino, etc. All entries padded or unpadded can participate in this class. All horses must be shown in accordance with standard shoeing regulations set forth by the SHOW rulebook.
2. **Class Routine:** Horses will be required to perform two gaits (walk and pleasure gait). Riders selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at least once around the ring at each gait, and on command, reverse and repeat.
3. Test will be performed individually and may include but are not limited to the following:
 - A. Pick up reins: A quick check on muscular control and sensitivity of hands.
 - B. Backing
 - C. Dismount and mount: To be done as quietly and gracefully as possible.
 - D. Group performance around ring: To check on maneuverability, ring generalship, etiquette and sportsmanship.
 - E. Individual performance on rail; any or all gaits and test may be required. See rider in motion from both front and rear at all gaits.
 - F. Ride without stirrups: Any or all gaits may be requested.
 - G. Perform a figure eight, serpentine or circles of various size and/or speed.
4. The judge will use the individual work scores to determine the top riders which may be requested to perform additional individual work or rail work.
5. Those selected riders (or all riders if the class is small) will be required to work on the rail to determine final placings.
6. Rider's seat should be a natural, coordinated and comfortable riding position and should in no way be rigid or exaggerated. A rider should convey the impression of effective and easy control, with the general appearance of being able to ride for a considerable length of time with pleasure. Ring generalship shall be taken into consideration by the judge. The appearance, presentation and alertness of the rider and mount make the overall picture of utmost importance.

Mounting and Dismounting: To mount, take up reins in left-hand and place hand on withers. Grasp stirrup leather with right hand insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. Riders are advised to check their girth for security before mounting.

Hands: The hands should be held in any easy position; waist or elbow high, over pommel, with palms downward, slightly turned toward body, wrist rounded slightly. The hands should be in unison with the horse's mouth, showing adaptability as well as control. How and where the horse carries his head determines the height the hands are held above the horse's withers. Hands and wrists should be flexible and not held extremely separated. (From the rider's view, then hands should be in a V shape, close enough for thumbs to touch.) The fingers should be closed firmly over reins, but not rigid. Pressure between thumb and index fingers is used to secure. Closed (or crossed) reins shall be used, with both hands on the reins, and the bight of the rein should be on the off-side.

Upper arms should fall naturally from the shoulders toward the hipbones and should be flexible. Elbows should not clutch the body, be extended forward or spread away from the body. Hands should be in comfortable waist-level position, depending on how and where the horse carries its head. The use of hands should be smooth and gradual without jerking or pumping at any of the gaits, or in the parked position.

Basic Position: To obtain proper position, the rider should sit comfortably in the middle of the saddle and find the center of gravity by sitting with a slight bend at the knees without use of the stirrups. While in this position, have stirrup leathers adjusted to fit so that irons will be under ball of foot with even pressure on entire width of sole and center of iron.

The foot position will be natural and comfortable if the knee and thigh are rolled inward and the heel is slightly lower than the toes. From the front or rear view, the lower leg will be held naturally away from the horse, depending on the anatomy of the rider and the size of the horse. Knee should rest against the saddle.

Position in Motion: The position in motion should be natural, coordinated and graceful, attained only with practice. From the side view a straight line can be drawn perpendicular to the ground through the rider's head, neck, shoulder, hip and ankle. The rider's toe should never be anymore forward than the knee, thereby keeping the center of balance directly above the feet and ankles. This basic recommended position should be maintained at all gaits.

7. Horses entering this class may not show in Saddleseat English Pleasure (Trotting) or Saddleseat Equitation (Trotting).
8. **Suggested Scoring:** Scoring may be on a basis on 0-100 with 1/2 point increments acceptable, an approximate breakdown follows:
 - 90-100: Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely and smoothly.
 - 80-89: Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of pattern.

- 70-79: Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
- 60-69: Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective equitation, or commits two or three minor faults in the performance or appearance and position of exhibitor.
- 50-59: One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horses.
- 40-49: Two major faults or many minor faults in the performance or appearance and position of exhibitor.
- 30-39: Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance or appearance and position of exhibitor.
- 20-29: Exhibitor commits one or more severe faults in the performance or appearance and position of exhibitor, but does complete the class and avoids disqualification.

HUNTER DIVISION

APPOINTMENTS:

PERSONAL: All exhibitors are required to wear a properly fitted ASTM/SEI equestrian helmet with a fastened chin harness the entire time the exhibitor is in the arena. It is the responsibility of the exhibitor, or the parents or guardian or trainer of exhibitor, to ensure compliance.

Clothing must be neat, clean and appropriate for Hunter classes. Riders should wear coats of any tweed or melton (conservative wash jackets in season), breeches of traditional shades of buff, gray, rust, beige or canary (Jodhpur included), high English boots or Jodhpur boots. Dark blue, brown or black approved ASTM/SEI equestrian helmet with fastened chin harness, and stock, tie or choker is required. Spurs of the unroweled type, crops or bats are optional. Hair must be neat and/or contained (as in net or braid). Gloves are preferred in equitation classes.

TACK: Clean English forward, hunting or dressage-type saddles. Snaffle, kimberwick, pelham (two reins) or full bridle, all with a cavesson noseband, is required. Breast plates are optional. Standing martingales are optional in working hunter and equitation over fences. Standing or running martingales are not allowed in all Hunter under saddle classes, but are optional in jumping. Hackamores and boots or bandages are prohibited except in equitation over fences & jumping. Draw reins are prohibited in all Hunter classes.

HUNTER UNDER SADDLE

1. The class will be judged on the horse's way of going, manners and suitability. Conformation of the horse may be considered in extremely close competition only.
2. Horses enter the ring at a trot and are shown on the flat at a walk, trot and canter while maintaining light contact with the horse's mouth.
3. Horses must work both ways of the ring at all gaits.
4. The judge may ask finalists to extend the trot and/or hand gallop but never more than a safe number of horses to gallop at one time.
5. Horses should back easily and stand quietly. The judge may ask that only the finalists be backed.
6. Large numbers in this class will necessitate elimination heats to accommodate all horses. Finalists from each heat will be called to the center of the arena and identified.
7. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.

HUNT SEAT EQUITATION ON THE FLAT

1. **General:**
Hunt seat equitation on the flat is an evaluation based on the ability of a rider to perform various maneuvers in harmony with the horse. The communication between horse and rider should be subtle.
2. **Class Procedure:**
Riders in all heats, semi-finals and finals will be required to work on the rail. Riders shall enter the ring at a walk in a counterclockwise direction. The riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. Riders in heats and semi-finals must work both ways of the ring. In the finals, rail work is required in at least one direction but the judge may ask for rail work in both directions at their discretion. The riders may be requested to gallop in safe groups and/or perform additional tests. The reverse may be executed by turning either toward or away from the rail.
3. **Pattern:**
A pattern will be performed by only the finalists in this class. The pattern should be designed so the majority of exhibitors can perform it in a reasonable amount of time (under sixty seconds). All patterns must include a trot and a canter. Horses' gaits are to be ridden with the same cadence and speed, as you would see in Hunter Under Saddle. All ties will be broken at the discretion of the judge(s). Riders will not be required to jump.
4. Finalists will individually perform a given pattern, which may be composed from the optional list of tests below. The judge will score each rider on his/her individual skills and execution of the pattern. Scores may be posted. A test may include but is not limited to the following:
 - A. Execute a slow sitting trot, posting trot and/or extended trot.

- B. Back.
 - C. Walk from a gallop with emphasis on hands.
 - D. Halt from a canter.
 - E. Dismount and mount.
 - F. Figure 8 at the trot, demonstrating the proper change of diagonals.
 - G. Figure 8 at the canter, demonstrating a simple change of leads (a simple change of leads is one in which the horse is brought back to a trot before being restarted in a canter on the opposite lead). Figure 8 should be started at the center of the two circles so one change of lead is shown.
 - H. Figure 8 at the canter on the correct leads, demonstrating a flying change of leads. (Change of leads without slowing down to a trot).
 - I. Ride without stirrups.
 - J. Maintain a counter-canter.
 - K. Demonstrate a half-turn on forehand and/or half-turn on the haunches.
5. Faults: Faults in all phases can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.
- A. Minor faults
 - (1) Break of gait at walk or trot up to 2 strides
 - (2) Over/under turn of 1/8 of the prescribed turn
 - B. Major faults
 - (1) Break of gait, out of lead, missing lead or diagonal for 1-2 strides
 - (2) Not stopping within 10 feet of designated area
 - (3) Incorrect gait or break of gait at walk or trot for more than 2 strides
 - (4) Obvious looking for lead or diagonal
 - (5) Over or under turn more than 1/8 of prescribed turn, but not more than 1/4 turn
 - C. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:
 - (1) Loss of iron or rein
 - (2) Break of gait at canter, out of lead or missing lead or diagonal more than 2 strides
 - (3) Lack of contact between rider's hand and bit
 - (4) Touching horse
 - (5) Grabbing any part of the saddle
 - (6) Cropping or spurring in front of the shoulder
 - (7) Kicking at other horses, exhibitors or judge
 - (8) Severe disobedience or resistance by horse including, but not limited to, rearing, bucking or pawing.
 - (9) Head carried too high
 - (10) Head carried too low (such that the poll is below the withers)

- (11) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
- (12) Excessive nosing out

D. Faults scored according to severity:

- (1) Head carried too low (such that the poll is below the withers consistently).
- (2) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

E. Disqualifications (should not be placed) include:

- (1) Failure by exhibitor to wear correct number in visible manner
- (2) Willful abuse
- (3) Excessive schooling or training
- (4) Fall by horse or rider
- (5) Illegal use of hands on reins
- (6) Use of prohibited equipment
- (7) Knocking over the cone, going off pattern or working on wrong side of cone
- (8) Failure to follow pattern correctly, including failure to ever execute correct lead or gait where called for
- (9) Overturning more than 1/4 of prescribed turn

6. **FINALS SCORING** shall be on a basis of 0-100, with an approximate breakdown as follows:

- | | |
|--------|---|
| 90-100 | Excellent equitation, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely; demonstrates a high level of professionalism. |
| 80-89 | Above average rider that executes the pattern as well as correct equitation and use of aids. Excellent rider that commits a minor fault. |
| 70-79 | Average pattern execution and average equitation but lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average rider that commits a minor fault. |
| 60-69 | Below average pattern that lacks quickness or precision. Rider has obvious position and/or appearance faults that prevents effective equitation. Average rider that commits two minor faults in the performance of the pattern. |
| 50-59 | One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position. |
| 40-49 | Severe fault, two or more major faults or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position. |
| 10-39 | Exhibitor commits more than one severe fault or multiple major faults in performance, exhibits poor riding skills, but completes the class and avoids disqualification. |

7. Basic Position:

- A. To mount, take up the reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. The size of the rider must be taken into consideration.
- B. Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical. Hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side of the neck; however, it is more acceptable for the bight to fall on the off side. However, all reins must be picked up at the same time. The rider should maintain light contact with the horse's mouth at all times except when standing still.
- C. Reins: The rein of a snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of a pelham or full bridle should be held outside the little finger and curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand, pulled taut and adjusted to even pressure in both hands.
- D. The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation, heels down, calf of leg in contact with horse and slightly behind the girth. Iron should be on the ball of the foot, but may be under the toe, ball of foot or slightly behind ball of foot.
- E. Position in Motion:
 - (1) The walk should be a 4-beat gait with the rider in a vertical position with a following hand.
 - (2) The posting trot: 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 the hip angle to allow the torso to follow the horizontal motion of the horse. The upper body should be slightly in front of the vertical.
 - (3) The 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.
 - (4) 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. Hand should be forward, up the neck, not resting on the neck.
 - (5) 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.

WORKING HUNTER

1. Horses will be judged on performance, manners, hunting pace, style of jumping, way of moving and suitability for actual use in the hunting field.
2. All horses must be serviceably sound. Horses must be placed on performance before consideration for soundness. Finalists will be jogged in hand past the judge for soundness in order of finish in the same bridle and bit as exhibited in. Any horse showing lameness, broken wind or impairment of vision shall be refused an award at the judge's discretion.
3. Each horse will individually negotiate a course consisting of at least eight jumps with a minimum of four obstacles. Fifty percent or more of the obstacles must be at least the required height and none may be more than 2" over or under. At least two changes of direction are recommended. Judging will start when the horse enters the arena and ends when the horse leaves the arena.
4. Fence heights will be the following:
 - A. Hunter Horses (Over 14.2 hands) - 3 feet
 - B. Large ponies - (over 13.2 hands and up to 14.2 hands) - 2 feet 6 inches
 - C. Medium ponies - (over 12.2 hands and up to 13.2 hands) - 2 feet 3 inches
 - D. Small ponies - (not to exceed 12.2 hands) - 2 feet
5. Jumps to be used in the working hunter classes may be selected from the following list but will not be limited to this list:
 - A. Brush
 - B. Post and rail
 - C. In and out (post and rails should be spaced 20 feet - 22 feet for small/medium ponies, 22 feet - 24 feet for large ponies and 24 feet - 26 feet apart for horses)
 - D. White board fence or gate
 - E. Chicken coop
 - F. Stone wall
 - G. Oxer (must be ascending: it is recommended that the back element be 3 inches higher)
 - H. Aiken
 - I. Hedge
6. A ground line is required for all obstacles.
7. Judging-General:
 - A. All classes must be judged on performance and soundness and when indicated, conformation, suitability or manners.
 - B. Judges must penalize unsafe jumping and bad form over fences, whether touched or untouched.

- C. Circling once upon entering the ring and once upon leaving is permissible.
- D. When a horse makes two faults at an obstacle, only the major fault on the top element will be scored (exception: refusals count in addition).
- E. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
- F. At a combination, the faults committed at each obstacle are considered separately. In case of a refusal or runout at one obstacle in a combination, the competitor may rejump the previous as well as the following obstacle.
- G. In case of refusal or run-out on an obstacle that contains more than one jumping element (ie: in and out, combination), entry must re-jump all elements of the obstacle.
- H. Dismissed contestants will exit promptly.

8. Faults:

A. Minor or Major Faults

- (1) Showing an obstacle to a horse
- (2) Missing a lead change
- (3) Kicking out
- (4) Spooking
- (5) Jumping out of form
- (6) Jumping into corners of obstacle

B. Major Faults

- (1) Knock down of any part of an obstacle
- (2) Refusals
- (3) Trotting while on course when it is not specified
- (4) Bucking
- (5) Stopping for loss of shoe or broken equipment
- (6) Circling while on course
- (7) Dangerous jumping

C. Elimination

- (1) Three refusals
- (2) Off course
- (3) Jumping a fence before it is reset
- (4) Bolting from the ring
- (5) Fall of horse or rider

D. The following may or may not be considered as faults, depending on their severity and frequency:

- (1) Light rubs
- (2) Swapping leads in a line
- (3) Late lead changes
- (4) Excessive show of animation
- (5) Adding or eliminating a stride in a line

EQUITATION OVER FENCES

1. The rider's performance and skills over fences are being judged in this class. Rider's basic position in the saddle; position and use of hands, legs and feet; ability to control and show the horse and suitability of horse to rider are important; but rider's skills and execution must be considered.
2. Each rider shall jump a course consisting of at least six jumps. Maximum fence height shall correspond to those listed in Working Hunter rules.
3. The following will result in elimination: fall of horse and/or rider; three cumulative refusals, and/or off course.
4. The following constitute major faults and can be cause for elimination: a refusal, loss of stirrup, trotting while on course when not part of a test, and/or loss of reins.
5. Position: Same as Equitation on the Flat.
6. The judge will score each rider on his or her individual skills and execution of the course.
7. The final riders may be required to perform additional testing to determine the final placing.

JUMPING

APPOINTMENTS:

Personal: Riders shall wear formal show attire for Jumping unless the judge and show management waive coats. In this case, riders should wear a buttoned and tucked show shirt or a plain polo shirt free of any patterns, decorations, etc.

Tack: Tack can include an ear bonnet and square show pad. Figure 8 nosebands and martingales (standing or running) are allowed. All other appointments must follow the Hunter Division general appointments rules.

1. Jumpers are scored and placed on a mathematical basis and penalty faults, which includes disobediences, falls and knock-downs.
2. Horses and ponies will compete in the same class.
3. Every course must contain a minimum of ten efforts.
4. Both a starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet beyond the last obstacle must be indicated by markers (at least 12 feet apart) at each end of the lines. Time shall be taken from the instant the horse's chest reaches the starting line until it reaches the finish line. Time shall be taken out while a knocked down jump is being replaced - that is, from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been replaced. It shall be the rider's responsibility to be ready to continue the course when the signal is given.

5. **Class Procedure:**

- A. Class will be scored as written in Table II, section 2(b) of the USEF Rules for Jumpers.
- B. The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults.
- C. All class entries will participate over the posted course.
- D. Fences will be set at 1.05 meters (3'5") in height. 50% of the fences must be set at the required height indicated, within a two-inch variance.

6. **Jumper Courses:**

- A. All courses must be set according to USEF standards.
- B. Obstacles should be attractive, varied and appropriate to their setting. They and/or their components must be capable of being knocked down and should be neither so light or poorly supported that they fall at a slight touch, nor so heavy or firmly supported that they can hardly be dislodged.
- C. All suspended elements (i.e., gates, panels, etc) must be hung not more than 4" from their top edges.
- D. At least 3 out of the first 10 efforts must be spreads.
- E. There must be at least one change of direction in every course, including jump-off courses.
- F. At least one combination must be included in every course.
- G. Brush obstacles must have a clearly visible rail placed above or beyond them.
- H. Spread obstacles are oxers, a triple bar, or a water jump with a width dimension meeting the width requirements for Level III.
- I. Points Not Covered in Rules: Judges have the authority to make decisions on any point not covered in the rules applying to class procedures, scoring, and conduct affecting a class under their jurisdiction.

7. **Scoring:**

- A. Jumpers are scored on penalties incurred between the starting line and finish line. A competitor, after receiving the signal to begin his/her round, is not being scored until crossing the starting line in the proper manner.
- B. Penalty faults include disobediences, falls, knockdowns, touches and time penalties.
- C. In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty, or may retire.

- D. If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle he will be penalized accordingly.
- E. Failing to complete-A competitor failing to complete a particular round shall have the reason recorded as follows:
 - (1) Withdrew (WD) or did not start (DNS) indicated that the competitor failed to enter the arena within one minute of being called. The time for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time for entering the ring.
 - (2) Retired (RT) indicates the competitor voluntarily retired prior to completing the round.
 - (3) Eliminated (E or EL) indicates that during his/her round the competitor was eliminated by the judge for any of the various reasons indicated in these rules.
- 8. Starting and Finishing: In order to receive a score other than "Withdrew (Did not start)", "Retired", or "Eliminated":
 - A. The horse must cross the start line between the markers in the proper direction with the rider mounted. Passing through the starting markers in the improper direction before starting does not incur penalty.
 - B. The horse must cross the finish line between the markers in the proper direction and with the rider mounted.
 - C. The horse must jump all of the required fences between the start and finish markers.
 - D. The horse must not resist for 45 consecutive seconds or take more than 45 seconds to jump the first obstacle after the time of the round has begun or take more than 45 seconds to jump the next obstacle on course.
- 9. Entering the Arena: Failure to enter the arena within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. Management may extend the time limit for entering the ring.
- 10. Time to Start: An exhibitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires.
- 11. Use of Audible Signal: An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:
 - A. To give the signal to start
 - B. To stop a competitor in the event of an unforeseen incident
 - C. To interrupt the 45-second period which a rider has to begin the course in the event of an unforeseen incident
 - D. To indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal
 - E. To give the signal for a competitor to continue his/her round after an interruption

- F. To indicate by repeated and prolonged ringing that the exhibitor has been eliminated

12. Timing

- A. Starting and Stopping-time is taken from the instant the horse's chest reaches the start line, or upon the expiration of 45 seconds following the sounding of the audible tone, until it reaches the finish line. The judge may interrupt the 45-second countdown if unforeseen circumstances occur. Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction are not penalized.
- B. Time out-If as a result of a disobedience a competitor knocks down or dislodges an obstacle or a flag marking the limits of an obstacle, the clock is stopped immediately and remains stopped while the obstacle or flag marking the limits of an obstacle is rebuilt. Regardless of which fence on the course this occurs at, a penalty of four seconds will be added to the time the horse takes to complete the course.
- C. Time out at combinations-If a competitor knocks down or dislodges one of the parts of a combination or a flag marking the limits of an obstacle, and then refuses or runs out at the next park without knocking it down, the clock is stopped as for a knockdown resulting from a disobedience. Regardless of at which fence on the course this occurs, and for each time it occurs on the course, a penalty of four seconds will be added to the time the horse takes to complete the course. Elements knocked down preventing a horse from jumping the next obstacle must be removed.
- D. Time Faults-One (1) time fault will be charged for each commenced second by which the time allowed is exceeded in any class for which time is a factor in scoring.
- E. Exceeding the time limit-Any competitor whose time including penalty seconds which might have been assessed for time-out(s), as described above, exceeds the time limit is eliminated. The time limit is defined as double the time allowed.

13. Disobediences:

- A. Refusal: Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or if the horse backs even a single step or circles to retake the course, a refusal is incurred.
- B. Run-out: Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.
- C. Resuming the Course: After a run-out or refusal, the competitor must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, he/she must await the signal to start or be eliminated.
- D. Loss of Forward Movement: Halting or stepping backward after crossing the start line will be penalized as a disobedience.
- E. Circling on Course: Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included), or stops advancing toward or turns at least 180 degrees away from the next fence, or finish line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgment call.

14. Falls:

- A. The first fall of horse or rider results in elimination.
- B. A rider is considered to have fallen when he/she is separated from this horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- C. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.
- D. A courtesy fence is not permitted following the fall of the horse or rider.

15. Knockdowns: An obstacle is considered knocked down when in jumping an obstacle, a horse or rider by contact:

- A. Changes any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle, OR
- B. Moves any part thereof which establishes the height of the obstacle so that it rests on a different support from the one on which it was originally placed.

16. Off Course: A competitor is considered off course when he deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.

17. Table of Jumping Faults

- A. Knockdown of obstacle or standard with any portion of the horse, rider or equipment, when jumping an obstacle..... 4 faults
- B. Knockdown of automatic timing equipment, other designated markers on start and finish lines, or flags standing alone marking the limits of banks, ditches and water jumps.. 4 faults
- C. First disobedience (anywhere on course)..... 4 faults
- D. Second cumulative disobedience (anywhere on course)Elimination
- E. Exceeding time allowed (for each second over time allowed)..... 1 Fault
- F. A horse resisting for 45 seconds, taking more than 45 seconds to jump the first obstacle after the time of the round has begun, or taking more than 45 seconds to jump the next obstacle on course.....Elimination
- G. Fall of the horse and/or riderElimination
- H. Jumping obstacle before it is reset or without waiting for signal to proceedElimination
- I. Starting before judge's audible signal to precedeElimination
- J. Jumping an obstacle before crossing the start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or notElimination
- K. Off course.....Elimination
- L. Leaving the enclosure of a closed obstacle incorrectlyElimination
- M. Rider and/or horse leaving the arena before finishing the course.....Elimination

- N. Any competitor at the end of his/her round who does not leave the arena through the designated gateElimination
- O. Actions against a horse deemed excessive (for example: excessive use of whip or spurs at any time within the arena)Elimination

OPEN DRESSAGE

APPOINTMENTS:

PERSONAL: All exhibitors are required to wear a properly fitted ASTM/SEI approved equestrian helmet with a fastened harness the entire time the exhibitor is in the arena. Exhibitors should wear a short riding coat of conservative color, with tie, choker or stock tie, breeches or jodhpurs, boots or Jodhpur boots. Gloves are preferred, but not required.

TACK: Any English type saddle (dressage, forward seat, flat or cut-back) may be used. A plain snaffle bridle and a regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped noseband attachment), crescent noseband or a crossed noseband is required. Except for the crescent noseband, buckles and a small disk of sheepskin, the noseband must be made entirely of leather or leather-like material. A padded noseband is allowed. A snaffle bit with a smooth mouthpiece with a solid surface is required. Twisted wire and roller bits are not allowed. A bushing or coupling is permitted as the center link in a double jointed snaffle, however, the surface of the center piece must be solid with no moveable parts. The mouthpiece of a snaffle may be shaped in a slight curve, but ported snaffles are prohibited. Bits may be made with rubber, plastic or leather covering, but the bit may not be modified by adding latex or other materials.

Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including "easy-boots") or bandages (including tail bandages) and any form of blinkers, ear muffs or plugs, nose covers, seat covers, hoods are, under penalty of elimination, strictly forbidden. Braiding of the horse's mane and tail is permitted. False tails are permitted and if used may not contain any metal parts.

The above restrictions apply to warm-up and other training areas; however, running martingales (only with snaffle rein or plain snaffle bridle), boots, and bandages (without magnets) are permitted.

Spurs are optional and the shank may be either curved or straight. Straight shanks must point directly back from the center of the spur. Curved shanks must point downward. A dressage whip, no longer than 47.2 inches including lash, may be carried by the rider when mounted.

EXECUTION AND JUDGING OF TESTS:

1. The purpose is to test the rider and horse on the basic principles of dressage competition. The object of dressage competition is the harmonious development of the physique and ability of

the horse making it calm, supple, loose and flexible, confident, attentive and keen, thus achieving perfect understanding with its rider. See the USEF Rulebook (www.usef.org) for further explanations of the general principals of dressage competition and the correct gaits and movements.

2. The dressage test used will be selected annually.
3. Arena size may be either 20m X 40m or 20m X 60m.
4. Approximately 6-10 minutes will be allowed for each test. The specific time limit will be based on the test selected. Show management reserves the right to adjust individual ride times under extenuating circumstances.
5. A competitor who does not enter the arena within 45 seconds after the entry bell or whistle is sounded for his ride shall be eliminated.
6. Tests may be called during the competition. If tests are announced it is the responsibility of the competitor to arrange for a person to announce the test. Lateness and errors in announcing the ride will not relieve the rider from "error penalties". Announcing the test is limited to reading the movement as it is written once only. However, the repetition of reading of a movement is acceptable if there is reason to doubt that the rider heard the original call.
7. The use of the voice in any way or clicking the tongue is a serious fault involving the deduction of at least two marks from those that would otherwise have been awarded for the movement where this occurred.
8. When a competitor makes an "error of the course" (takes the wrong turn, omits a movement, etc.) the judge warns him by sounding the bell or whistle. The judge shows him, if necessary, the point at which he must take up the test again and the next movement to be executed then leaves him to continue by himself.
9. The score for each movement should first establish the fact of whether the movement is performed insufficiently (4 or below) or sufficiently (5 or above). The scoring scale is:

10 - Excellent	6 - Satisfactory	2 - Bad
9 - Very Good	5 - Sufficient	1 - Very Bad
8 - Good	4 - Insufficient	0 - Not executed
7 - Fairly Good	3 - Fairly Bad	
10. In the case of a fall of horse and/or rider the competitor will be eliminated.
11. If during the test (between the time of entry and the time of exit at A) the horse leaves the arena (all four feet outside the fence or line marking the arena perimeter) the competitor is eliminated.
12. Resistance of the horse which prevents continuation of the test for longer than 20 seconds results in elimination.
13. In case of ties the competitor with the highest marks received under Collective Marks shall be declared the winner. When the scores for Collective Marks tie, the judge may be required to decide on the winner after review of both score sheets.

14. In most cases, it is acceptable for a competitor to enter and work in the perimeter area surrounding the arena (not within the arena itself) immediately prior to his/her ride and after the final salute of the previous competitor.

4-H HORSE EDUCATION CONTESTS

1. Contestants are allowed to enter a maximum of two contests (Public Speaking, Individual Presentation, Team Presentation, Horse Bowl, Hippology, or Judging).
2. Eligibility of teams and individuals are to be determined by any procedure that the state deems to be appropriate. Team members and individuals must be enrolled in 4-H in the state they represent. Their eligibility must be certified by the State 4-H Leader or Equine Specialist.
3. Recording devices, such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not to be used during any education contest, excluding horse judging.
4. Cell phones must be turned off while in a contest room.
5. Photographs will be permitted only before or after a presentation or speech.

HORSE JUDGING CONTEST

OBJECTIVES: The primary objective of the Horse Judging contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate their knowledge of judging conformation and performances classes of a variety of breeds and disciplines. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants.

1. A team will consist of three or four members. Where four members judge, the lowest score will be dropped before determining team scores.
2. Hats will not be allowed during the contest.
3. Contestants shall not wear any clothing, pins or badges that will in any way reveal their identity or that of the state they represent. However, matching coats, blazers, etc. are permissible.
4. While the contest is in progress, there will be no talking or conversation between contestants or any other individuals. Violating this rule may result in disqualification. All questions should be directed to group leaders. The contest coordinator shall have full authority to disqualify contestants violating this rule. Group leaders should bring these violations to the attention of the contest coordinator.
5. Classes to be judged are as follows:
 - A. Up to four halter classes; to be chosen from American Quarter Horse, Morgan, Appaloosa, Arabian, Palomino, American Paint, Hunters In-Hand, or Saddlebreds, Pony breeds (stock or hunter type).

- B. Four to six performance classes; to be chosen from Western Pleasure, Ranch Reining, Ranch Riding, Hunter Under Saddle, Saddle Seat (Trotting) Pleasure, Non-Trotting Pleasure, Western Riding, Hunter Hack, Hunt Seat Equitation, Horsemanship, Saddle Seat (trotting & non-trotting) Equitation, or Trail.
6. All classes will be judged based on Southern Regional rules and scored accordingly. Hunter Hack will be judged as 70% fence work, 30% rail work.
7. Four sets of oral reasons will be given - two halter and two performance.
8. Fifteen minutes will be allowed for non-reason classes and 17 minutes will be allowed for reason classes.
9. All horses will be judged as sound for halter and as they go in performance classes.
10. Contestants should not use notes while giving oral reasons. Use of notes will result in a minimum penalty of 10 points. (The oral reasons judge will, at his discretion, use higher penalties based on the extent of use of notes.) However, any resource materials may be carried during the contest.
11. All tack and attire will be considered legal.

HORSE BOWL CONTEST

OBJECTIVES: The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H horse projects, to demonstrate their knowledge of equine-related subject matter in a competitive setting, where attitudes of friendliness and fairness prevail. We hope that this competition will provide an educational experience for both participants and spectators.

TEAM AND CONTESTANT ELIGIBILITY

Each state may enter two (2) teams of four (4) or five (5) contestants. One team member will be designated as an alternate if five (5) are entered.

REFERENCE BOOKS

1. NEWHOR
Illustrated Dictionary of Equine Terms, New Horizons Education Center, Inc.
Alpine Publications; PO Box 7027, Loveland, CO 80537
Phone: 1-800-777-7257; Fax: 1-970-667-9157
2. EVANS 2nd
The Horse (2nd edition), by Evans, Borton, Hintz and Van Vleck
W.H Freeman & Company; 660 Market St., San Francisco, CA 94104
A special price may be available if ordered from the publisher. Phone: 415-391-5870
3. AYHC
Horse Industry Handbook, American Youth Horse Council

The Equine Collection-Dept. AYHC; PO Box 1539, Fort Lee, NJ 07021-1539
Phone: 1-800-952-5813; Fax: 1-201-840-7242

4. LEWIS 2nd
Feeding and Care of the Horse (2nd edition), by Lon D. Lewis
Williams and Wilkens; P.O. Box 1496, Baltimore, MD 21298-9724.
Phone: 1-800-638-0672
5. GRIFFITHS
Equine Science: Basic Knowledge for Horse People of All Ages, by Jean T. Griffiths
www.HorseBooksEtc.com or ISBN# 978-1-929164-42-4 to order from your local bookstore
Phone: 1-800-952-5813
6. KAINER 1st
The Coloring Atlas of Horse Anatomy, by Robert A. Kainer & Thomas O. McCracken
Alpine Publications Inc.; P.O. Box 7027, Loveland, CO 80537-0027
Phone: 1-970-667-2017 or 1-800-777-7257
7. AYHC-YL
American Youth Horse Council Youth Leaders Manual, by the American Youth Horse Council
The Equine Collection-Dept. AYHC; PO Box 1539, Fort Lee, NJ 07024-1539
Phone: 1-800-952-5813; Fax: 1-201-840-7242
8. Supplemental References: The Dover Saddlery English Tack Catalog and Smith Brothers Western Tack Catalog may be used as supplemental references. These catalogs provide visual representations for questions relating to tack.

QUESTION TYPES

1. REGULAR QUESTIONS are worth two (2) points during one-on-one competition, when only one member of each team may respond. The regular question is worth one (1) pt. during OPEN questions, when any member of either team may respond. These questions count toward individual and team scores. All incorrect answers receive a (-1) deduction.
2. TOSS-UP QUESTIONS are worth one (1) pt. and are open for response to any member of either team. The toss-up question is used in the OPEN part of the match. If there is a correct answer to the toss-up question, a bonus question will be attached. Toss-up questions are generally a little more difficult than a regular question, and may have two or three required answers. All answers are required to be correct. The points will count toward individual and team scores. All incorrect answers receive a (-1) deduction.
3. BONUS QUESTIONS will be worth (3) points. They are attached to a correctly answered toss-up question, in the OPEN part of the match. When multiple answers are required, (3) POINTS will be awarded if ALL of the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers, or if there are no correct answers. No part of the bonus question will be repeated, nor will any additional information

be given to the contestants relative to the question. These points will count toward team scores only.

- A. A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which becomes the new toss-up question), until a correct answer is given.
 - B. The team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
 - C. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
4. ONE-ON-ONE QUESTIONS - Regular questions shall be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest to control operator) on either team and progressing with subsequent questions going to the contestants in the #2 chairs, #3 chairs, #4 chairs, respectively, until the one-on-one questions are completed. There will be an equal number of one-on-one questions per contestant per match.
- A. The moderator shall clearly indicate the start of one-on-one play by announcing the chair number of the contestants' eligible to respond, prior to reading the question.
 - B. Toss-up/Bonus questions will not be used during One-on-One Competition.
5. RESPONSE PENALTY - If any contestant, other than the designated contestants, responds to a one-on-one or regular question, that contestant/team will lose two (2) points.
- A. A contestant that responds more than twice to a one-on-one or regular question directed to another contestant will be replaced at the panel by the team alternate. If an alternate is not available, the remainder of the match will be played with less than a full team, and all one-on-one questions normally addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. This contestant may return to further matches in the contest. A third such penalty will disqualify them from the competition. The (-2) point penalty will continue to apply for 2nd and 3rd offense.

READING AND ANSWERING THE QUESTIONS

1. The moderator will read all questions - identify the type and number of question and designate the chairs eligible to respond when necessary. Five seconds will be allowed for starting a response. If an answer is not given or wrong, the moderator will give the correct answer, and the next question read. If the answer given is the same as or means the same as the expected answer, it will be accepted. If the answer is different than the expected answer, it will be referred to the judges' panel for decision.
2. Once a contestant activates a buzzer, they must be ACKNOWLEDGED before they can answer the question. After they have been acknowledged, the contestant has five (5) seconds to start a valid answer. First answers will be considered valid answers. It is the responsibility of the acknowledger to determine if an actual answer was started within the 5-second time limit.

3. An acknowledgement penalty of one (-1) point will be deducted from contestant's score and the team for answering a question before being acknowledged. The first answer given will be accepted as the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify the answer.
4. If a question is INTERRUPTED during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has five (5) seconds AFTER BEING ACKNOWLEDGED, TO BEGIN THE ANSWER. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
5. The judges' panel will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.

PLAYING TEAMS AND ALTERNATES

1. Only four (4) contestants shall be seated at the panel at any one time. Seat position must be declared prior to competition and youth must remain in this seat for the duration of the entire contest. The only exception is when an alternate replaces a seated player during a match or the competition. See #2 below.
2. During any match, only one (1) alternate may be replaced at the panel when:
 - A. The moderator, team captain, team coach deems it impossible for one of the seated members to continue.
 - B. The captain/coach of a team requests the replacement of a team member.
3. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. A five-member team is strongly recommended.
4. Members removed from the game table for disciplinary reasons, may not come back to any more matches in the competition.

DOUBLE ELIMINATION

1. TEAMS - Each team will play in a pre-numbered position, according to the position number drawn by the team captain.
2. A total of two losses will automatically eliminate a team from the competition.

INDIVIDUAL SCORES

1. Scores will be kept for each individual contestant, with the high 10 individual contestants to receive special recognition.

2. Only those contestants who have participated in three or more matches will be considered for the top individual awards.
 - A. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
3. Ties for individual awards will be broken on the basis of:
 - A. First tie breaker: high average score for the entire contest
 - B. Second tie breaker: high individual match scores.
 - C. Third tie breaker: Total number of points earned in the contest.

SCORE KEEPING

1. The point value of correct/incorrect responses, bonuses, penalties are as follows:

Correct answer – One-on-one question	2
Correct answer - Open question	1
Toss-up question - All answers required	1
Bonus question - All required answers required	3
Bonus question - All incomplete answers, no answers or incorrect answers	0
Team Participation- 4 correct answers	2
All incorrect answers	-1
Response penalty - No answer started in 5 seconds	-2
Response penalty- Contestant not acknowledged	-1
Response penalty- Out of turn	-2
Response penalty- Out of turn second time in same match	-2; Eliminate from match
Response penalty- Out of turn third time in contest	-2; Eliminate from contest
“Official” protest not upheld	-1

2. During the second half of the match, all regular/open questions will be worth one (1) point, open to all members seated at the game table. All toss-up questions will be worth (1) point and all bonus questions will be worth three (3 pts.) if the number of required answers given are correct.

TEAM PARTICIPATION BONUS

1. In order to encourage full team participation, each team member will have a bonus card at the game table. When a team member gives a correct response to a one-on-one, regular, or toss-up question, that member will turn his/her card around to face the score keepers. A bonus worth two (2) points will be awarded to the team when all four bonus cards face the score keepers. The value of the question (1 or 2 pts.) will also be added to the score of the individual who answered the question, thus making that question worth three (3) or four points depending on the value of the question.

Example: The score keeper will add four (4) pts. to the team score [two (2) pts. for correct answer to a one-on-one question and two (2) pts. for the team bonus]. The contestant will receive the value of the question on his/her individual score and the team will receive both the individual points and the bonus points on the team score.

- A. When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
- B. When a team bonus has been earned once - the bonus cards will be turned around and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within a match.

TIME OUTS

1. The team captain, coach or any staff member may call for a "time out" for clarification of a rule, score, to seat an alternate, or to allow for any unexpected problem. "Time outs" may be called only after a question has been answered and before the next question starts.

HOLDING ROOMS

1. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
2. After their round match is played, they must go to an appropriate designated area, until the conclusion of the round in progress.
3. After the round is completed, all teams/alternates and coaches (not eliminated from the contest) must return to the designated holding area to await their next match.
4. All coaches in the holding area are responsible for supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

CONTEST PROCEDURES

1. Teams are assembled and seated at their respective panels, with the designated team captain seated in the #1 chair, nearest to the middle or the moderator. Each contestant is given the opportunity to check the equipment.
2. All team members will have a participation bonus card facing the contestant. They will be blank to the score keepers until that contestant gives a correct response to a question. At that time the card will be turned around to face the scorekeepers.
3. The designated set of questions for each round is opened by the moderator and verified with the judges' panel and referee before starting the game. Prior to reading a question, the moderator will announce the number, type of question and the contestants eligible to respond. Each succeeding question will be read in this manner until all of the questions for that match are read. The correct answer will be given for all unanswered questions or wrong answers.
4. Contestants, who respond to a question, will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.

5. If the time (five (5) seconds) in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss or awarding of points to either team. After the response time has elapsed, the answer will be given, and the next question read.
6. If the buzzer is activated and an answer is not started within the 5 second allowable time, there will be a minus two (-2) pt. penalty imposed against the contestant who activated the buzzer and his/her team.
7. If the judges elect to not use a game question, it must be replaced by another question so that the total number of questions to be asked will remain equal in each match.

INFORMATION SOURCES

1. No source of information is infallible. At times there may be answers given that are in agreement with the recommended reference books, which in fact are erroneous or out of date. Every effort is made to eliminate such questions, however, in the event one slips in, the judges may agree to:
 - A. Accept the answer and give an explanation of the correct or up-dated information, for future use of the question.
 - B. Accept only the correct answer.
 - C. Replace the question to the appropriate contestants.

MATCH TIES

1. In the event of a match tie, it will be broken with five (5) tie breaker questions. If a tie remains the first team to earn a point (or because of a loss of a point by the other team, has a (1) point advantage) will be declared a match winner based on the scores.
2. Tie Breaker points do not get added to individual, team, or team bonus scores. They are used to break match ties only.

TEAM PLACINGS

1. Team awards will be based on the predetermined procedure of play.
2. Every team will participate in a minimum of two matches
3. The rank of teams will be determined on the basis of their position within the double elimination bracket. After two losses, the teams eliminated in the same round will be placed on the basis of the higher scores in the eliminating round: fifth (5th place) to the highest score, sixth (6th place) to the next highest score and so on.

DOUBLE ELIMINATION - TEAMS TIE BREAKERS

1. 1st Tie Breaker – Total average of all games played in double elimination games.
2. 2nd Tie Breaker – Highest match score in double elimination games.
3. 3rd Tie Breaker – Total score of the top two matches in double elimination games.

EQUIPMENT FAILURE

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of each match. Back-up units will also be available.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" may be called by any contestant, the staff, or by either coach.
3. If after checking it and it is determined that there is an equipment malfunction/failure the faulty part(s) or unit will be replaced and play resumed.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.
5. If both judges or one judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of the equipment failure, may be recalled and two (2) additional questions used.
6. Under no conditions shall there be a replay of match in which there was an equipment failure.

TRANSCRIBING QUESTIONS

Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typing, recording, computer use, etc. in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

RECORDERS AND CAMERAS

Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not be used during the competition.

CELL PHONES MUST BE TURNED OFF WHILE IN A CONTEST ROOM.

PHOTOGRAPHS WILL BE PERMITTED ONLY BEFORE OR AFTER A MATCH.

PROTEST/VERIFICATION OF QUESTIONS AND/OR ANSWERS

1. Verification of a question and answer is permissible
2. ONLY PROTESTS THAT ARE MADE IN A COURTEOUS, RESPECTFUL MANNER WILL BE ACKNOWLEDGED.
3. Protests must be made before the reading of the next question.
4. An "official" protest of a question or the answer to a question may be called for by a team captain or the official team coaches. The judges and moderator will consider the protest. Their decision in all cases will be final.

5. If an "official" protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld.
6. To sustain a protest, at least two members of the designated judges panel must agree, to keep or replace a question, or to determine the validity of an answer.
7. If the protest is sustained by the officials, the moderator and/or the score keepers will take one of the following actions:
 - A. If the question is determined by the officials to be a poor question, it will be replaced and open to a specific chair on each team or to all contestants seated at the game table, depending on the type of question (one on one or open).
 - B. If the answer to the question received a call for verification, the designated judges' panel will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
 - C. If a question was protested after an answer is given, the designated judges panel will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the questions will be replaced.
8. All protests/challenges will be acknowledged by the contest staff.

ABUSE OF THE PROTEST PROVISIONS

1. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches.
2. Abuse of this protest provision by any contestant, or coach, will result in one or more of the following:
 - A. Dismissal of team coach from the contest area.
 - B. Dismissal (or replacement) of any contestant from the competition.
 - C. Dismissal of an entire team from the competition, with forfeiture of points or standing.

SPECTATORS, PARENTS AND VISITORS

1. Spectators, parents and visitors may not protest any question, answer or procedure during the contest.
2. Any contestant, coach, family member, friends or spectators, exhibiting UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTEST, will be subject to dismissal from the immediate contest area.

GAME OFFICIALS AND EQUIPMENT

MODERATOR: The moderator shall assume the responsibility for reading questions and will acknowledge the chairs that are eligible to respond to One-on-One and open questions, before the question is read. The moderator will accept all answers that are the same or mean the same as the

expected answer to the question. Any answers different than the expected answer will be referred to the judges' panel that will make the decision to accept or reject the given answer. Occasionally, the moderator may also be designated as the 3rd judge.

JUDGES' PANEL: The judges' panel will consist of two people, three if possible. One person will be a knowledgeable horse person. If possible, one will be a veterinarian. The 3rd judge could be a Horse Show Judge, or the moderator may be designated as the 3rd judge. It is especially important for the judges to give reasons for not accepting an answer, because the intent of this competition is to make it a unique learning experience for young people of High School grade levels. These young people have made a very strong commitment to this program, and above all, we want to be fair and honest with them. This is an excellent opportunity to further educate them along these lines. The judge's responsibility will be to rule jointly on the acceptability of any question or answers to all questions. In the event of a challenge to a question/answer, with two judges, either both judges or one judge and the moderator must agree on the acceptability or rejection of any question and/or answer. When there is only one judge, both the judge and the moderator must agree on actions to be taken.

If an answer was not clearly heard, the contestant may be asked to repeat the answer. If a question was read to completion, and the answer given is different than the one expected, if it is technically or logically correct you may accept the answer. If the answer given is "in the ball park", the judges may request the contestant to be more specific, expand, explain, or clarify the answer. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written.

All answers given must be correct for the way the question is written. An answer may be correct for a portion heard of a question that was interrupted, but wrong for the way the question was written. The judges may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted.

All of the game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers.

TIME KEEPERS & CONTROL OPERATOR: The time keeper will monitor all time intervals and designate when the time of response has been exceeded, and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a judge be used as a timekeeper. Since the timekeeper has controls that verify whose light is on, the same person could also become the acknowledged. It will also be that person's responsibility at the beginning of the match, to assure that each contestant's equipment is working properly.

TIME ALLOWED:

- To start response to a question - 5 seconds
- To start answer after acknowledgement - 5 seconds
- For team to confer on a bonus question - 10 seconds

CONTEST CHAIR: The contest chair will have final authority over ALL procedures protests.

SCORE KEEPERS: At least three or four individuals shall be used to keep accurate team and individual scores. There will be visual score keepers/ who will record the team scores on a blackboard, overhead projector or flip chart. Table score keepers (at least two) will keep a written record of the official team and individual scores. The visual scores will be set up so that they are visible to the table score keepers, the contestants and moderator and spectators, if possible. The written record of the scores must match the visual scores and will be the official records of all individual and team scores. A special score sheet will be available for the table score keepers, plus a special sheet for tabulating individual scores.

EQUIPMENT

1. Game Panels- An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.
2. Time Recorders- A stopwatch, control panel timer, or other appropriate time device will be used.
3. Signal Device - This signal device shall be used by the time keepers and shall have a distinctly different sound for each side, or a device that has a distinct sound and lights that indicate the contestant that is responding when his/her buzzer is activated. Back up units will be available, in the event of malfunction or failure.
4. Score Keeping Devices- Two devices will be used. A blackboard, a flip chart, overhead projector, or electronic light display, will be used to maintain team scores that are visible to the contestants and score keepers and if possible to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

AWARDS

Awards will be announced and presented to the top ten individuals and teams.

HIPPOLOGY CONTEST

OBJECTIVES: The primary objective of the Hippology contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate the breadth of their knowledge and understanding of equine science and management, and in particular, the practical application of this knowledge and skill. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants.

CONTESTANTS AND ELIGIBILITY

Each state may enter only two (2) teams of three (3) or four (4) members. In teams in which there are four members, all will compete, but the member receiving the lowest overall score will be automatically declared the alternate. The scores of the alternate will not be included in any of the

team totals, but will be considered in making all individual awards. Teams consisting of three members will have no alternate and all members' score will count in determining individual and team awards.

REFERENCE MATERIAL

Reference Material: All the information covered in this contest may be found in one or more of the following publications:

1. NEWHOR
Illustrated Dictionary of Equine Terms, New Horizons Education Center, Inc.
Alpine Publications; PO Box 7027, Loveland, CO 80537
Phone: 1-800-777-7257; Fax: 1-970-667-9157
2. EVANS 2nd
The Horse (2nd edition), by Evans, Borton, Hintz and Van Vleck
W.H Freeman & Company; 660 Market St., San Francisco, CA 94104
A special price may be available if ordered from the publisher. Phone: 415-391-5870
3. AYHC
Horse Industry Handbook, American Youth Horse Council
The Equine Collection-Dept. AYHC; PO Box 1539, Fort Lee, NJ 07021-1539
Phone: 1-800-952-5813; Fax: 1-201-840-7242
4. LEWIS 2nd
Feeding and Care of the Horse (2nd edition), by Lon D. Lewis
Williams and Wilkens; P.O. Box 1496, Baltimore, MD 21298-9724.
Phone: 1-800-638-0672
5. GRIFFITHS
Equine Science: Basic Knowledge for Horse People of All Ages, by Jean T. Griffiths
www.HorseBooksEtc.com or ISBN# 978-1-929164-42-4 to order from your local bookstore
Phone: 1-800-952-5813
6. KAINER 1st
The Coloring Atlas of Horse Anatomy, by Robert A. Kainer & Thomas O. McCracken
Alpine Publications Inc.; P.O. Box 7027, Loveland, CO 80537-0027
Phone: 1-970-667-2017 or 1-800-777-7257
7. AYHC-YL
American Youth Horse Council Youth Leaders Manual, by the American Youth Horse Council
The Equine Collection-Dept. AYHC; PO Box 1539, Fort Lee, NJ 07024-1539
Phone: 1-800-952-5813; Fax: 1-201-840-7242
8. Dover Saddlery-Apparel, tack and horse care items, for the English rider. To request a free catalog, please visit www.doversaddlery.com or call toll free 1-888-234-6942

9. Smith Brothers-Apparel, tack and horse care items, for the Western rider. To request a free catalog please visit www.smithbrothers.com or toll free 1-888-677-0450
10. Other: Grains, forages, and feed preparations used in this contest will be representatives of feeds utilized in horse rations.

THE CONTEST

1. Examination Phase – approximately 200 points-This phase of the contest will include:
 - A. A written exam
 - B. Projected slides to be identified as to breed, color, color patterns, activity, proper appointments, anatomy which may include external, skeletal internal organs, parts of the gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed anatomy of the lower limbs.
2. Station Phase – approximately 200 points- This phase will consist of 10 stations with questions worth 2 points apiece, all contestants will respond to the requirements of the station. Examples of stations which may be used include:
 - A. Identification of:
 - (1) Various types of saddles (actual or pictured) and parts of saddles
 - (2) Tack, bits, bridles, horse shoes and parts of shoes.
 - (3) Tools, equipment and assembly of specific parts of various pieces of equipment.
 - (4) Grains and forages used in equine rations including various forms and methods of preparation
 - (5) Internal and external parasites based on actual samples, pictures, life cycle chart and/or damage caused
 - (6) Blemishes and unsoundnesses
 - (7) Ages of equines based on teeth
 - B. Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc. to assess horse health.
 - C. Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.
3. Judging Phase – approximately 200 points- Contestants will be required to place at least four classes consisting of conformation and performance classes. Every effort will be made to use the same horses as being used in the judging contest, with placings to be simultaneous to the judging contest. In extreme emergency, pictorial, video and/or movie classes may be used, in which case they would be especially prepared for the event.
4. Team Problems – approximately 200 points- All teams will be presented with the same two problems, one prepared problem and one impromptu problem. Each team will have equal time to discuss among themselves the problem, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem. Each member of each team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem, completeness of the logic used in making the oral response. The official may ask questions of any or all of the team members to clarify the presentation.

Team problem scores will not be included in determining the rank of individuals in the contest, but will be added to the team scores of the other three phases to determine overall team standing.

Examples of possible team problems might include:

- A. Balancing a horse's ration.
- B. Farm management recommendation for specific, (i.e., breeding, training, boarding, nursery, lay-up, etc) horse operations.
- C. Considerations for the establishment of a new horse facility (stable to be used for a specific purpose)
- D. Recommendations for selecting, locating and purchasing horses for specific uses
- E. Behavior problems-causes, management of and corrections.
- F. Training & conditioning programs: equipment, schedules, methods, nutrition, problem avoidance.
- G. Breeding and/or leasing contracts-specific clauses for insurance, liability, payments, care, termination, transport, etc.
- H. Teaching lessons in horse management (specific subject to be announced) to a group of 9-11 year old beginner 4-H'ers-where, how long, how much information, hands-on experiences, reinforcement, testing evaluation.
- I. Explanation of use or assembly of specific equipment will be considered.
- J. Demonstrate skill or ability to use specific equipment.

AWARDS

- 1. Awards will be presented to the top ten individuals in the examination phase, in the station phase, in the judging phase, and overall.
- 2. Each member of the top ten teams in the examination phase, in the station phase, in the judging phase, in the team problem phase and overall will receive awards.

Tie Breaking

All ties overall, individual and team, will be broken using the following sequence:

- 1. Examination scores
- 2. Station scores
- 3. Judging scores

Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, the scores at each station, in order may be used.

TEAM PRESENTATION CONTEST

1. OBJECTIVES: The primary objective of the Team Presentation contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate their knowledge and understanding of a specific equine-related topic, and present that topic to an audience. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants.
2. Working orders will be drawn and posted in advance of the contest. Working order may be changed to accommodate 4-H members when conflicts arise with the Horse Show classes.
3. May be a demonstration or illustrated talk. All presentations must take place in a classroom setting.
4. A team will consist of two members. Team work should be demonstrated.
5. Subject must pertain to the horse industry. (No live animals may be used.)
6. Ten to 15 minutes will be allowed for each demonstration, with a penalty of 1 point per judge subtracted for each minute or fraction of a minute over or under the time limits.
7. The following equipment will be provided for the contestants use: two (2) tables, two (2) easels, one screen, and one power cord. The host state will not provide a computer or projection device for PowerPoint presentations.
8. Once an individual or team has started their presentation (in this case it is after they have been introduced by the superintendent), they may not receive assistance from any coach, parent, audience member, or other person, which includes, but is not limited to, the stroking of any key on a computer or other audio visual device. The penalty for violating this rule is disqualification. Time will continue to be kept during the equipment malfunction.
9. Consideration and points on the score card will be:
 - A. Introduction (10 Points)
 - (1) Did the introduction create interest in the subject?
 - (2) Was introduction short and to the point?
 - B. Organization (25 Points)
 - (1) Was only one main idea presented?
 - (2) Did the discussion relate directly to each step as it was shown?
 - (3) Was each step shown just as it should be done in an actual situation, or was an explanation given for discrepancies?
 - (4) Could the audience see each step?
 - (5) Were materials and equipment carefully selected, neatly arranged and well-organized?
 - (6) Were charts and posters used if and when needed?
 - (7) Were the key points for each step stressed?
 - C. Content and Accuracy (25 Points)
 - (1) Were facts and information presented accurately?

- (2) Was enough information presented about the subject?
- (3) Were approved practices used?
- (4) Was credit given to the sources of information if it was appropriate?
- (5) Was the content appropriately related to the horse industry?

D. Stage Presence (10 Points)

- (1) Were the presenters neat and appropriately dressed for the subject of demonstration?
- (2) Did the presenters speak directly to and look at the audience?
- (3) Was the presentation too fast or too slow?

E. Delivery (15 Points)

- (1) Did the presenters appear to enjoy giving the presentation?
- (2) Did the presenters have good voice control?
- (3) Were all words pronounced correctly?
- (4) If notes were used, was it done without distracting from the speech?
- (5) Did the presenters seem to choose words at the times they were spoken instead of memorizing the presentation?

F. Effect on Audience (5 Points)

- (1) Did the audience show an interest in the presentation?
- (2) Could the audience go home and use the idea?

G. Summary (10 Points)

- (1) Was the summary short and interesting?
- (2) Were the key points briefly reviewed?
- (3) Did the summary properly wrap up the presentation?
- (4) Could presenters handle questions easily?

- 10. Ties will be broken first by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy score.
- 11. Contestants may use notes. Excessive use of notes may be counted against the contestant. This will be at the discretion of the judge or judges.
- 12. Contestants should cite their major references after the conclusion of their presentation. This will not be counted in the allotted time.
- 13. Questions will be asked by judges only.

INDIVIDUAL PRESENTATION CONTEST

Same rules and score card as for Team Contest.

Exceptions:

- 1. This is an individual contest.
- 2. Presentations should be 9-12 minutes in length. One point per judge will be deducted from the score for every minute or fraction of a minute under or over the time limits.

PUBLIC SPEAKING CONTEST

1. OBJECTIVES: The primary objective of the Public Speaking contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate their knowledge and understanding of a specific equine-related topic, and present that topic to an audience. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants.
2. Subject must pertain to the horse industry. Speech will take place in a classroom setting.
3. Seven to 10 minutes will be allowed each speaker, with 1 point per judge subtracted for each minute or fraction of a minute over or under the time limit.
4. Contestants may use notes. Notes must be printed or written on paper or note cards. Electronic devices, such as tablets, are not to be used by contestants during their speeches. Excessive use of notes may be counted against the contestant. This will be at the discretion of the three judges.
5. Consideration and points on the score card will be:
 - A. Introduction (10 Points)
 - (1) Did the introduction create interest in the subject?
 - (2) Was the introduction short and to the point?
 - B. Organization (15 Points)
 - (1) Were the main points easy to follow?
 - (2) Were the main points arranged in the best order?
 - (3) Were the sentences short and easy to understand?
 - (4) Was the speech interesting?
 - C. Content and Accuracy (20 Points)
 - (1) Were the facts and information accurate?
 - (2) Was there enough information concerning the subject?
 - (3) Was credit given to the sources of information, if appropriate?
 - (4) Was the content appropriately related to the horse industry?
 - D. Stage Presence (15 Points)
 - (1) Was the speaker neat and appropriately dressed?
 - (2) Did the speaker talk directly to and look at the audience?
 - (3) Was the speaker's posture erect, but not stiff?
 - (4) Did the speaker refrain from leaning on the lectern?
 - (5) Did the speaker seem relaxed and at ease?
 - E. Delivery (20 Points)
 - (1) Did the speaker have appropriate voice control?
 - (2) Were all the words pronounced correctly?
 - (3) Did the speaker's facial expressions reflect the mood of the speech?
 - (4) If notes were used, was it done without distracting from the speech?
 - (5) Did the speaker seem to choose words at the time they were spoken instead of memorizing or reading the speech?

F. General (10 Points)

- (1) Did the speaker convey to the audience a sense of wanting to communicate?
- (2) Did the speech reflect the thoughts and personality of the speaker?

G. Conclusion (10 Points)

- (1) Was the conclusion short and interesting?
- (2) Did the conclusion properly wrap up the speech?
- (3) Could the speaker handle questions easily?

6. Ties will be broken first by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy score.
7. Questions will be asked by the judges only.
8. Contestants should cite their major references after the conclusion of their speech. This will not be counted in the allotted time.
9. One (1) podium will be provided for each contestant.