

**NEW JERSEY STATE 4-H
CHAMPION HORSE SHOW
&
COUNTY QUALIFYING SHOWS
RULE BOOK**



Effective for: 2011-2012

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County 4-H

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Use of the Name and Emblem of the 4-H Club

The use of the name and emblem of 4-H is regulated by federal law. This law states that only activities or programs under the supervision of the Cooperative Extension Service may use the name and emblem of 4-H. Any district, area or state 4-H horse show must have the approval of the State 4-H office. Local and county 4-H horse shows must have the approval of the County 4-H Agent. Shows or events sponsored by other organizations or individuals and shows which provide separate classes for 4-H members are not permitted to use the name and emblem of 4-H without approval of the State 4-H office.

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For additional information contact you County 4-H Agent.

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OBJECTIVES OF THE NEW JERSEY 4-H HORSE PROJECT

- a) Develop leadership, initiative, self-reliance, public speaking abilities, sportsmanship and other desirable character traits.
- b) Experience the pride of owning or leasing a horse or pony and being responsible for its management.
- c) Develop and appreciate horseback riding and driving as healthy wholesome forms of recreation.
- d) Learn skills in horsemanship and an understanding of the businesses of raising and training horses.
- e) Increase knowledge of safety precautions to prevent injury to self, others, and the horse.
- f) Promote greater love for animals and a humane attitude toward them.
- g) To be better prepared for citizenship responsibilities through working in groups and supporting community horse projects and activities.

I. GENERAL RULES AND REQUIREMENTS

A. COUNTY CRITERIA

1. County Qualifying Shows

- a) These rules shall apply to the NJ State 4-H Championship Horse Show and all shows that include qualifying classes.
- b) County qualifying shows must use these same classes and class specifications.
- c) It is required that all 4-H qualifying horse shows adopt this official handbook. In this manner uniformity can be established and the riders will be better prepared for the state show.
- d) A county must have one or more 4-H horse shows to qualify members for the State 4-H Championship Horse Show. The shows may be a combined effort between one or more counties.
- e) A member must qualify and be a member in good standing in the county in which he or she is enrolled. In the case of limited entries for certain classes in a county, a member may qualify at another county's qualifying show, for that particular class, with the permission of the host county.
- f)) The number of eligible riders/class/county will be determined by the number of members in a county that register horse(s). Those counties with 100 members or less registering a horse (or multiple horses) are allotted 2 riders/class; those with over 100 members registering project horses are allotted 3 riders/class. Motion from Jan 2009 Animal Science Committee.
- g) A county **MUST** use the Danish System (excellent, very good, good and fair) in combination with a straight placing system (1st, 2nd, 3rd, etc.). To qualify, riders must achieve a minimum Danish rating of very good. [See **Appendix A** for Danish System Criteria.]
- h) In order to qualify for the state show, each club member must provide to the County 4-H Agent or county qualifying show committee:
 - (1) Proof of a negative Coggins test from an approved laboratory within 24 months of the date of the show. The original copy of the Coggins test results must be in the possession of the member, parent or guardian at the county and state shows.

(2) Proof of eastern encephalitis or bivalent encephalitis, tetanus and rabies vaccinations within 1 year of the date of the show. (West Nile and Strangles vaccinations are also strongly recommended.)

(3) The New Jersey State Division of Animal Health may conduct a random drug test at any horse show at any time.

2. County Entries for State Show

a) A list of the qualified individuals and alternates must be approved, signed by the county 4-H agent or program staff and sent to the superintendent of the show. Entries close approximately five weeks prior to the show. Only those members entered will be allowed to exhibit. Counties with qualifying shows held (5) days prior to or after the entry due date will have (1) week from the date of the show to submit their state entries.

b) Each county must have a county coordinator for each division. This coordinator must be named and submitted with all the entries for that county. Contestants are responsible for knowing who their specific coordinator is for each division.

c) NO REFUNDS of entry, stabling or camper fees will be made after entries close for any reason.

d) Upon arrival at the show grounds, contestants must register in person at the show office to receive their show number, and present to the show secretary the following documents:

(1) An original valid Coggins Certificate and proof of up-to-date vaccinations within the time specified in rule h.1 and h.2 under the section titled "County Qualifying Shows".

(2) 4-H'ers who arrive at the show with expired or invalid vaccinations/Coggins test will not be allowed to compete and the animals must leave the show grounds. There will be no exceptions! [My 4-H Horse Project Record Book, p. 35; 4-H Horse Health Information Form]

e) A completed 4-H Event Permission Form. In addition, adult leaders, coaches and parents staying overnight on the show grounds must complete the NJ 4-H Adult Overnight Agreement & Release Form. These forms are available from the county 4-H office and must accompany the entry form. All counties with participants staying overnight must have a minimum of two adults staying with the participants.

3. Entry/horse changes

Members must show the same horse(s) at the county qualifying horse show(s) and the NJ State 4-H Championship Horse Show. If the horse, after completion of the last county qualifying show, is injured or cannot compete at the NJ State 4-H Championship Horse Show, the next highest placing alternate who qualified in the class at the county qualifying show(s) shall be eligible for the state show. There are only three exceptions to this rule:

- a) In Equitation Classes the member may substitute another registered project animal from their county: Western Grooming & Showmanship, English Grooming & Showmanship, English Equitation on the Flat, English Equitation Over Fences, Western Horsemanship, Reinsmanship.
- b) If a 4-H member's horse dies after the last county 4-H qualifying horse show, the member may substitute another currently enrolled 4-H project horse from his/her county. A copy of the veterinarian's certificate of the death, must be filed with the county 4-H agent and the original given to the show secretary the day of the show.
- c) In case of permanent injury or loss of animal between April 1 of the current project year and that county's first Qualifying Show due to circumstances beyond the 4-H members control (owner sells a leased animal) an individual member may substitute an already registered project animal from their county at their county qualifying show(s) with the exception of halter classes.

4. Alternate Changes

a) All alternate changes must be made to the Show Secretary. Alternate changes can be made the day of the state show by the county coordinator. Once the alternate substitution is made, the change remains final. (Forms are available from the website: www.nj4h.Rutgers.edu/horse).

b) If a contestant must scratch any state show class due to an injury or unsoundness that occurred after the NJ State 4-H Horse Show entry deadline, the 4-H member must submit written justification signed by a veterinarian in order to show that project animal in any subsequent classes (such as Halter classes etc.)

c) If a contestant decides to scratch a class, **for a reason other than injury or unsoundness of the animal**, the county coordinator may substitute an alternate, however, the original contestant will be scratched from the remainder of the three-day show and cannot decide to participate in any subsequent classes. (i.e. If a

horse/rider combination is scratched Saturday, that combination cannot compete Sunday.)

d) If a contestant is unable to participate in a particular class because of a problem (i.e., heat stress, thrown shoe, etc.) **occurring during the State 4-H Horse Show**, certifiable by the farrier, veterinarian, show steward, judge or medical technician, then an alternate may be substituted by the county coordinator for that class only. The contestant will be permitted to participate in his/her remaining classes pending certification by said farrier, or veterinarian or medical technician, provided the horse is then deemed sound to perform again.

B. Member Eligibility

1. General Eligibility - To be eligible to participate in the NJ State 4-H Championship Horse Show, a 4-H member MUST:

a) Have been enrolled in Grade 5 or higher as of September of the previous school year. The last year of participation is the year in which the member is enrolled in grade 13 (or the equivalent - one-year past grade).

b) The grade of members shall be determined by the grade enrolled in school the September prior to the State 4-H Championship Horse Show.

(1) Junior Members: 4-H'ers enrolled in Grades 5-8 as of the September prior to the state show.

(2) Senior Members: 4-H'ers enrolled in Grades 9- 13 as of the September prior to the state show.

c) Be a registered 4-H Horse Project member in the county they will represent by January 1 of the current year.

c) Meet the following "Member in Good Standing" requirements during the current project year. This is to be verified by the club leader and or county agent on the state entry form.

(1) Have attended at least 70% of regular club meetings.

(2) Given a state, county or club 4-H presentation following the State 4-H or Equine Presentations Contest guidelines.

(3) Been responsible for the physical care and training of the animal to the fullest extent possible.

(4) Complete a 4-H Horse Project Record Book including all of the members horse project animal(s) up to the date of the show entries.

(5) Participate in a 4-H Community Service Activity within the year.

d) Exhibit in a “showmanship and grooming” class at a county qualifying horse show.

C. Animal Eligibility

1. All breeds of horses, ponies, donkeys and mules are eligible for use as a horse project animal. Project animals may be groomed and shown according to their breed standards in all classes.

2. Animal Measurement

a) It shall be the responsibility of the County 4-H Agent or county qualifying show committee to issue proof of animal measurement at their qualifying show(s). All animals, 15 hands and under, must be measured at the county qualifying show on a yearly basis up to and including their (6th) year of age. Exhibitors must bring county measurement cards to the state show. No other measurement cards will be accepted.

b) If the height of an animal is questioned by a show official, leader or exhibitor, the current 4-H measurement card must be shown.

c) A horse or pony over six-years of age may not have its height protested provided it has a permanent 4-H card.

3. Definition of “Project Horse”

a) Horses are defined as exceeding 14.2 hands in height, regardless of breed or discipline. To be eligible to participate in the NJ State 4-H Championship Horse Show, the horse, pony, mule, or donkey shown, ridden or driven must adhere to the following:

1) Be the 4-H member’s project animal. A 4-H member may have more than one project animal. A project horse may be shared by no more than two (2) 4-H members regardless of the type of ownership status.

2) Have a completed 4-H Horse Registration form for each animal turned in to the county 4-H office and dated no later than April 1st of the current year. A copy of the 4-H Horse Registration Form can be found on page 33, in the Appendix section of “*My 4-H Horse Project Record Book.*” The horse’s name on the Project Registration Form must be exactly the same

as the name on the Coggins Certificate, the Horse Health Form and the State Show entry form.

3) Have been used by the member in the county qualifying show(s).

4. Definition of "Project Pony"

a) Ponies shall follow the same criteria as for horses with the exception that ponies shall be 14.2 hands and under regardless of the breed or discipline.

b) In the English Division, regardless of breed, the size of the ponies is defined as:

(1) Large Ponies - shall be over 13.2 and not to exceed 14.2 hands.

(2) Medium Ponies - shall be over 12.2 and not to exceed 13.2 hands.

(3) Small Ponies - shall not exceed 12.2 hands.

5. Definition of "Project Very Small Equine"

a) Very Small Equine shall follow the same criteria as for horses with the exception that they must be 38" or less.

b) The Very Small Equine may only enter in classes designated as Very Small Equine with the exception of Mare and Foal, Growing and Training Halter English or Western, Reinsmanship in Driving and Grooming and Showmanship English or Western.

6. Ownership Classification

Project animals are defined, as either member/family owned or non-family owned. No more than two 4-H members may use a horse. Qualifications for each are specified as follows:

(1) **Member Owned**

(a) *Member-Owned* - owned solely by the member and not by anyone else. The 4-H member is the legal owner. If the animal is registered, the member's name appears on the Breed Association Papers. A 4-H horse club member may share his/her horse with another 4-H horse club member

(2) **Family-Owned**

(a) *Family-Owned* - the animal's legal owner is limited to the 4-H member's parent(s), brother, sister, grandparent(s), aunt, uncle or legal guardian.

(b) A 4-H horse club member may lease his/her horse with one horseless 4-H horse club member.

(3) Leased/Borrowed

(a) *Leased/Borrowed* - the animal's legal owner is anyone other than the 4-H'er or his/her immediate family.

(b) Project animals falling under the "Leased/Borrowed" category must have a copy of a completed 4-H Horse Project Lease/Borrow Form attached to the 4-H Horse Registration Form and turned in to the county 4-H Office no later than April 1 of the current year. A copy of the 4-H Horse Project Lease/Borrowed Form can be found on page 34 in the Appendix section of "*My 4-H Horse Record Book*." The member must have free access to the horse.

(c) Leased/ Borrowed horses are ineligible for any conformation (halter) class.

7. General Requirements

a) No more than two 4-H members may use a horse regardless of the type of ownership.

b) *Age of Horses*. A horse regardless of breed becomes a year older on January 1st of the current year, not on its actual birthday.

(1) Junior Horses - up to and including five (5) year olds.

(2) Senior Horses – (6) year olds and older.

c) Horses two-years of age or under as of January 1st of the current year cannot be shown in any performance classes, including the driving classes.

d) *Stallions are ineligible* to compete in any 4-H horse show. Colts of the current year are eligible to be shown in the Mare and Foal class only.

e) A project horse is eligible to be shown in all divisions, Challenged, Dressage, Driving, English, Games and Western.

f) A rider is permitted to show more than one horse per class in individual performance classes.

g) After a horse wins a halter class, other than Growing and Training and Mare and Foal, it becomes ineligible to compete again in that class, unless the

ownership of the animal has changed to a new owner. Leased /borrowed horses are not allowed in halter classes.

h) Unruly and unsound horses will be excused from the ring.

1) Determination of unruliness will be left to the judge and/or show committee.

2) Determination of unsoundness will be left to the show veterinarian and/or judge at the time of the class.

3) Unsoundness shall not penalize a rider in equitation classes unless it is sufficiently severe to impair the performance of the horse or is detrimental to the horse.

D. SHOW MANAGEMENT

1. Judges/Show Officials

a) Judges/Show Officials shall be competent, well-qualified individuals, able to reach a definite decision based on sound judgment, and have the confidence to stand by decisions without being defensive.

b) Good judging depends upon the correct observation of horses and/or riders against a standard commonly accepted as the ideal according to the conditions of the class being judged. The judge must place each class in accordance with the rules and class specifications as outlined in this handbook, and evaluate and rank riders and horses, as they appear THAT DAY. They should never pin horses or riders based on their previous show records. It is essential that judges not be partial to any particular breed or be excessively critical.

c) The decision of the judge/show officials is final. An exhibitor and/or spectator does not have the right to inspect the judge's card or visit with the judge without permission of the show steward. However, an exhibitor may request, through the show steward, the reason for a decision and, at a proper time and place, the show steward may request the judge to give his/her reason for the decision. Any questions from such individuals must be channeled through the show steward.

2. Show Committee

A) It is the responsibility of the Show Committee to plan and implement the State 4-H Championship Horse Show.

B) The decisions of the Show Committee are final, and may supersede the decision of a Show Official or Judge when deemed by the Committee, to be in the best interest of the Show.

C) The Employee Liaison of Rutgers Cooperative Extension may overrule any decision of a Show Official, or Show Committee if their decision conflicts with the policies or Mission Statement of Rutgers Cooperative Extension and the Department of 4-H Youth Development.

3. Teams & Championships

a) County Championships

(1) County Championship plaques will be awarded in the following divisions to the county team with the highest number of points in that division: Dressage, Driving, English, Games, and Western.

(2) Points accumulated in each division will only count towards the championship in that division.

(3) Calculation of championship points will be determined in the following manner:

(a) Only the score (points) of the highest placing person from each county in a class will be tabulated into the county team score.

(b) Total points for the county will be divided by the number of classes entered by the county.

(4) Points shall be earned according to the number of horses shown and judged in a particular class as follows.

# Of Horses	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6	6	5	4	3	2	1				
7	7	6	5	4	3	2	1			
8	8	7	6	5	4	3	2	1		
9	9	8	7	6	5	4	3	2	1	
10 or more	10	9	8	7	6	5	4	3	2	1

(5) Combined classes will count for points for the day on which the class is being held.

b) County Team

(1) A county team will consist of all county exhibitors in a division. Points awarded will be based on the number of entries in the class.

(a) To qualify for the Dressage Championship, a county must have a minimum of three exhibitors in the division and three classes in the division.

(b) To qualify for the Driving Championship, a county must have a minimum of one exhibitor in the division in a minimum of one class.

(c) To qualify for the Games Championship, a county must have a minimum of two exhibitors in the division and (4) classes in the division.

(d) To qualify for the English or Western Championship, a county must have a minimum of (4) exhibitors in a division, and (8) classes per division.

4. Parental Assistance and Coaching

a) Parental Assistance - Under NO circumstances is a parent/trainer permitted to:

(1) Ready the project animal for the show ring by grooming, braiding, banding, or clipping said animal prior to and after arrival on the show grounds.

(2) School the horse via lunge line or under saddle once the animal is on the show grounds, including Friday evening. The Show Stewards or Show Committee has the authority to eliminate any exhibitor not abiding by these rules.

b) With regard to safety, parental assistance is acceptable, e.g. holding the horse while the rider changes clothes, checking/tightening girth, equipment, etc. Parent or adult must be wearing hard soled footwear with closed toes at all times when rendering assistance.

c) Coaching from the rail, show ring and in-gate area by any parent and/or trainer is prohibited at ALL times once the show is in session. ONLY verbal coaching is allowed in the schooling ring, trailer and stabling areas.

d) Special circumstances should be referred to a show steward. The stewards' decision will be final.

5. Protests

A formal protest may be lodged on behalf of an exhibitor, by the exhibitor, the county coordinator or a registered horse project leader.

A) The protest must be filed within 10 minutes after the infraction of the rule.

B) Decisions that may not be protested include but are not limited to:

(1) The soundness of a horse, when determined by an official veterinarian of the competition or by a judge.

(2) A judge's decision, representing his/her individual preference, may not be protested unless it is alleged to be in violation of the 4-H rules.

C) All protests must be submitted to the Show Secretary on the official Horse Show Protest Form. The form is available in the horse show office.

D) The official protest form must be filled out completely, signed and accompanied by a deposit of \$25.00 CASH.

E) The protest will be directed to the horse show committee at the appropriate time and a decision will be made.

F) If the protest is upheld, the \$25.00 deposit shall be returned; otherwise it shall be forfeited.

G) In no case will a protest be considered after the conclusion of the time allotted for the protest to be filed.

6. General Class Rules

A) A two-minute gate will be enforced. If it is necessary to do a tack change, or if there is a conflict between rings, please notify the in-gate person in advance.

B) Fall of horse or rider shall eliminate the contestant from the class.

C) No outside horses (non-4-H project horses or horses not entered in the show) may be brought onto the show grounds for any purpose, including schooling or sale.

D) For classes where individual work is performed, the individual work shall be

performed in a random working order, which will be posted.

E) When classes need to be split for safety, the cuts will be chosen randomly and will be posted prior to the start of the class.

F) Riders must enter the ring with the correct number, if rider does not have the correct number or does not have the number given by the show committee the rider will be disqualified

G) All English and Western classes that have rail work may canter up to 25 riders at a time, at the judges' discretion.

F. EQUINE WELFARE, SPORTSMANSHIP & ETHICS

1. Equine Welfare

The New Jersey 4-H Horse Project is comprised of a group of youth members, volunteer 4-H Horse Leaders, committed parents and appropriate Rutgers Cooperative Extension personnel. This group of people is dedicated to the humane treatment and care of all horses and promotes any and all improvements in the care, feeding handling and management of every breed of horse.

a) It is required that horses be treated with the kindness, respect and compassion they deserve and never subjected to mistreatment or unapproved practices in any and all activities within and outside of 4-H.

b) Cruel or rough handling of horses will not be tolerated and will result in elimination at the decision of the judge and/or show committee.

2. Sportsmanship

All 4-H'ers, parents, leaders, owners and trainers are expected to be polite, sportsmanlike. Any unethical acts of discourtesy, disrespect or disobedience to the judges, show officials, committee members or any other competitor on the part of an exhibitor, owner, parent or trainer SHALL disqualify the horse and rider, and dismiss them from the grounds.

3. NJ 4-H Horse Program Ethics Policy/4-H Code of Conduct

a) The NJ State 4-H Horse Show Committee and the Rutgers Cooperative Extension 4-H Department Liaison will decide any infractions of ethics or the 4-H Code of Conduct.

b) The showing of unethically fitted/groomed horses is prohibited. Unethical fitting will be deemed to consist of any method of altering the natural appearance

or conformation of any part of the animal's body. Animals showing signs of having been operated upon or tampered with for the purpose of concealing faults in conformation and appearance or with intent to deceive relative to the animal's soundness, manners and way of going will be disqualified. This includes the covering of white skin, use of coat paints, hair coloring conditioners, colored show foam, graphite, colored powders, hemp or other similar substances externally applied and steroids, artificial filling internally or surgical procedures. All animals are subject to the "white towel" test.

c) Every exhibitor, in consideration of his/her entry being accepted, agrees to submit any animal so entered by him/her to inspection and agrees to have such animal submitted to any tests as may be designated and requested by the Show committee and agrees that the conclusions reached by the committee as to whether such animal is unethically fitted/groomed shall be final, without recourse against the committee and the show.

d) No one may conspire, contribute to or cooperate with others to violate this code, either by their action or inaction.

e) Exhibitors, owners, and parents are absolutely responsible for an animal's condition whether or not they did something in violation themselves or knew of treatment that violates the code.

f) Exhibitors and parents/guardians signing the 4-H Event Permission Form have verified that they have read, understand and agree to abide by the rules above.

g) By submitting a show entry, exhibitors verify that they have read and understand the 4-H Code of Conduct, show Ethics Policy, and show rules and regulations, as well as the consequences and penalties for violations. Exhibitors understand that evidence of violation of any state law will be released to the appropriate law enforcement authorities.

h) Exhibitors submitting a show entry consent to disciplinary action for violation of the 4-H Code of Conduct and Ethics Policy.

II. DRESSAGE DIVISION

A. Classes Offered

SPECIAL NOTE: USDF and USA Equestrian Dressage tests are copy-righted by law and may not be reproduced. Copies of the test may be obtained from the USEF website at www.usdf.org (tests will need to be purchased off of this site) or at <http://www.dressagestar.com/2011-dressage-tests.html>. All tests are 2011 version.

USEF Intro. Level – Test B

USEF Intro. Level – Test C

USEF 2011 Training Level - Test 1

USEF 2011 Training Level - Test 2

USEF 2011 Training Level - Test 3

USEF 2011 First Level - Test 1

Test of Choice - above First Level Test 1. (Must use a USEF 2011 Test)

B. Attire

1. Riders should wear the following:

- a) English style hunt coat or dressage coat of a conservative color.
- b) Shirt – white or light colored
- c) Stock tie, choker, or tie.
- d) Breeches or jodhpurs should be white or a conservative color English style boots or Jodhpur shoes/boots
- e) Gloves - black or white in color
- f) Properly fitted ASTM/SEI safety helmet with harness properly fitted and securely fastened.

C. Equipment

1. Saddle - an English-type saddle with stirrups. A dressage saddle is not necessary.

2. Bridle - For Introductory, Training and First Level tests, a plain snaffle bridle and a regular cavesson, dropped noseband, flash noseband (a combination of a cavesson noseband and a dropped noseband attachment), crescent noseband or a crossed noseband should be used. Except for the crescent noseband and except for buckles, the noseband must be made entirely of leather or leather-like material.

3. Bits

See Appendix B for examples of acceptable bits.

Any bit with a port, twist, wire, flexible rubber or roller is prohibited.

Any bit that works on leverage with a curb strap or chain is not permitted.

4. Whips - one whip no longer than (47.2") including the lash may be carried.

5. Spurs are permissible. If rowels are used then they must be blunt/smooth and free to rotate.

6. Prohibited Equipment - includes but is not limited to:

State 4-H Championship Horse Show

Martingales, Bit guards, Nose Covers, Hoods, Seat Covers, Any form of blinkers, Earmuffs or earplugs, Bandages; including tail bandage

7. All competitors are required to report for an equipment check prior to entering the ring for their test. A second equipment check may be conducted following the test at the discretion of the steward and/or judge

D. General Rules

1. A rider/horse combination must earn a minimum score of 60% on a test judged by a qualified dressage judge, to qualify to ride that test at the state show. A copy of the test must accompany the entry form.

2. A rider/horse combination may not compete more than once in the same class (level/test). A rider is permitted to ride a different horse in the same class.

3. There is a maximum of 2 horses per rider and a maximum of two tests per horse/rider combination.

4. If a horse is shared by two riders, it may compete twice in the same class if qualified with each rider or may show in different classes if so qualified.

5. Once a horse/rider combination has won a dressage test at the state show, they must move up to the next test or level in subsequent years. A rider that wins First Level - Test 1, must move into Test of Choice the following year.

6. Tests may be read during the state 4-H Horse Show competition.

a) If tests are called, it is the responsibility of the competitor to arrange for a person to read the test. Lateness and errors in announcing the ride will not relieve the rider from "error penalties".

b) Readers must read the movement exactly as it is written in the test only once. However, the repetition of reading of a movement is acceptable if there is reason to doubt that the rider heard the original call.

c) Riders must furnish their own copy of the test for readers.

7. The Arena:

a) There are two different sizes of Dressage arenas. Introduction and training level may be ridden in either arena at the option of the show committee. [See appendix C for set-up of arena]. "Test of Choice" may require use of the large arena (20m x 60m).

b) The *letters* (A,F,B,M,C,H,E,K) (RSVP may be required with "Test of Choice") are to be placed around the outside of the arena (0.5) meters from the boundary of the arena and clearly marked. It is permissible to decorate the letters with flowers or greenery to enhance the appearance of the arena.

c) The *footing* may be grass, or all-weather footing such as sand or stone dust.

8. If one *judge* is used, he/she is placed (5) meters from the end of the arena behind the letter C.

9. A *scribe* shall be provided for the judge, whose sole duty shall be to record the judge's scores and comments on the individual score card.

10. Each competitor will have an individual score card with his/her name and competitor number specified.

III. DRIVING DIVISION

A. Classes Offered

- Jr. Reinsmanship
- Sr. Reinsmanship
- Working Pleasure Driving - Horse
- Working Pleasure Driving - Pony
- Cones Course - Horse [APPENDIX E-G]
- Cones Course - Pony [APPENDIX E-G]
- Cones Course- VSE [APPENDIX E-G]

Classes to be driven as singles or pairs.

B. Attire

1. All people (including grooms) in a vehicle are *required* to wear an ASTM/SEI *SAFETY HELMET* with harness properly fitted and securely fastened.

2. Required Driver Attire:

- Driving Apron
- Brown Gloves
- Appropriate Footwear with Hard soles and closed toes.
- ASTM/SEI *SAFETY HELMET* with harness properly fitted and securely fastened.
- Gentleman
 - a. Coat or Jacket
 - b. Tie
 - c. Dress slacks or khakis, no blue jeans.
- Ladies
 - a. Conservative long sleeved dress or suit
 - b. Slacks and long sleeved shirt or blouse
 - c. No heels over 1 ¼ inch

3. Required Groom Attire

- a. Dress similar to or complementing whip's (driver's) attire.
- b. Leather gloves, dark hard soled shoes (jodhpur or paddock shoes), white shirt, dark tie, conservative jacket, jodhpurs or khaki trousers.
- c. Grooms must wear and ASTM/SEI *SAFETY HELMET* with harness properly fitted and securely fastened.

C. Equipment

1. Harness

- a) It is the **driver's responsibility** to see that the harness is in good condition, clean and fits properly. The metal fittings should be uniform, secure and polished.
- b) The bridle should be of traditional driving style and should be adjusted to fit snugly to prevent catching on the vehicle or other piece of harness. A throatlatch and a noseband or cavesson is **mandatory**.
- c) An overcheck, side-checks, and running martingale are permissible. An animal without a martingale or overcheck should have a good natural head carriage, with the poll no lower than the withers.
- d) Snaffle bits and other types of traditional driving bits (for example - Liverpool, buxton, and elbow) are allowed. Bits may be covered with rubber or leather. Burr, gag, twisted wire or chain bits of any type are not permitted. Thimbles or breeching is required on the harness.

2. The Vehicle

- a) The vehicle may be two wheeled or four wheeled. The shafts of the vehicle must have a footman or other suitable place for attaching the breeching strap if breeching is used.
- b) Vehicles used by junior drivers must be able to carry two people (one adult) on the seat/front seat. This includes vehicles pulled by very small equines(VSE's).
- c) The vehicle must be in good repair, structurally sound and clean.
- d) Wire-wheeled vehicles are permitted.
- e) It is the driver's responsibility to see that the vehicle is in good repair and is structurally sound and clean.

3. The Whip

- a) A driving whip **HELD IN HAND AT ALL TIMES WHILE DRIVING IS MANDATORY**. Noncompliance shall be severely penalized.
- b) The lash of the whip must be long enough to reach the shoulder of the horse.

D. General Rules

1. The Driver

- a) Junior drivers (grades 5-8) must be accompanied by a knowledgeable horseman 21 or over must accompany in the vehicle at all times, including outside of the ring. The adult shall be referred to as the “groom.” The groom must be neatly attired as described in
- b) When the competitor is not driving in the show or warm-up ring, an adult (21 or over) must be standing at the horse’s head at all times. (For Jr. drivers (Grades 5-8), this “header” is in addition to the adult seated in the vehicle.)
- c) When the horse is being driven the only person to handle the reins and whip is the driver. Outside assistance will result in elimination.
- d) The driver should be seated on the right side of the vehicle.
- e) Either the one or two-handed method of driving is acceptable. Drivers will not be penalized or rewarded for using one style over another.

2. The Groom

- a. In reference to the driving classes, assistance **from a knowledgeable horseman over 21** is REQUIRED as follows:

- (1) When putting a horse to a vehicle.
- (2) At the horses head when standing outside of the ring.
- (3) In the vehicle at all times inside/outside of the ring with a junior exhibitor. Adult must be properly attired, including soled footwear with closed toes. In junior classes, **the header who must also be properly attired** will be asked to come into the ring during the class line-up.
- (4) When driving a pair the 4-H member (regardless of age) must have a groom with them at all times.
- (5) A groom is optional for a single horse turnout. (Junior drivers (grades 5-8) must have a groom with them at all times.)
- (6) Where grooms or passengers are required, at least one groom is required to be capable of rendering assistance at all times, failure to comply could incur elimination at the discretion of the judge.

3. Safety

- a. The driver must have the horse/pony in full control at all times.
- b. Judges, Stewards, the Technical Delegate and the show organizers have the right to excuse any horse/pony that is unruly during competition and /or poses a safety hazard to other competitors in the ring.
- c. **Under no circumstances shall a bridle be removed from a horse/pony while it is still put to a vehicle. Failure to comply will incur elimination.**

d. The horse must never be left unattended or tied to anything while hooked to a vehicle. Failure to comply will incur elimination.

e. Drivers should strive to maintain a safe distance from other vehicles during competition and in warm-up, stable and parking areas.

f. No more than (12) entries will be permitted in the ring at one time for the Working Pleasure and Reinsmanship classes.

g. All drivers, passengers, grooms, etc. should keep safety foremost in their minds. To have the horse under control at all times is a safeguard for the driver and passengers, and for everyone on the grounds.

4. Eligibility of Horses/Ponies

a. The minimum age for a horse/pony/VSE to compete in harness is 3 years old.

b. Horses/ponies must be serviceably sound and must not show evidence of lameness, broken wind or impairment of vision in both eyes.

c. Singles or Pairs of horses/ponies/VSE's may be driven in eligible classes as long as the equipment and attire are appropriate for that type of hitch.

E. Driving Division Class Specifications

1. Reinsmanship (open to Horse Pony and VSE)

a. This class is judged primarily on the ability and skill of the driver.

To be judged:

75% handling of reins and whip, control, posture, and overall appearance of the driver.

25% on the condition of the harness and vehicle on neatness of attire.

b. To be shown both ways of the ring at a *walk, slow trot or intermediate gait, working trot or intermediate gait* and *strong trot or intermediate gait*. Drivers shall be required to *rein back*. All drivers chosen for a workout may be worked at any gait requested by the judge and may be asked to execute a figure of eight and/or perform other appropriate tests. Tests may include any one of, or a combination of the following:

- a figure eight
- 10-second halt
- back (3) steps
- reverse on the rail

c. The driver should be seated comfortably on the right side of the box (seat) so as to be relaxed and effective. Either the one or two-handed

method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing but steady hand enabling a consistent “feel” with the horse’s mouth. Drivers should not be penalized or rewarded for using one general style over another. To be judged 75% on handling of reins and whip, control, posture, and overall appearance of driver. Neatness of attire, condition of harness and vehicle to count for 25%.

d. The Whip Salute

(1) An appropriate *driving whip* should be held in hand at all times while driving. The lash of the whip must be long enough to reach the shoulder of the horse.

Noncompliance shall be penalized.

(2) The Whip salute is used to acknowledge the judge at the started and finish of the individual test, The whip salute is preformed in one of the following ways.

a) By moving the whip, held in the right hand, to a vertical position, the butt end even with the face.

b) By moving the whip, held in the right hand, to a position parallel with the ground, the handle before the face.

c) A gentlemen may place the whip in his left hand and remove his hat.

2. Working Pleasure

a. This is a pleasure class. The entries are judged primarily on the suitability of the horse to provide a pleasant, responsive drive for the 4-H Member. To be shown both ways of the arena at a *walk, slow trot or intermediate gait, working trot or intermediate gait* and *strong trot or intermediate gait*. To stand quietly, both on the rail and while lined up, and to *rein back*. All entries chosen for a workout may be worked both ways of the ring at any gait requested by the judge and may be asked to execute a figure eight.

b. Horses and Ponies/VSE’s are to be judged as two separate classes unless they are less than (3) in number, the show committee may combine horses and ponies into one Pleasure Class at their discretion.

c. Gaits

1) The *walk* should be free, regular and unconstrained, of moderate extension. The horse should walk energetically, but calmly, with even and determined pace.

2) The *slow trot/ intermediate gait* the horse should maintain forward impulsion while showing submission to the bit. The trot or intermediate

gait is slow and collected. The horse should indicate willingness to be driven on the bit while maintaining a steady cadence.

3) The ***working trot/intermediate gait*** is the pace between the strong and the slow trot/intermediate gait and more round than the strong trot. The horse should go forward freely and straight; engaging the hind legs with good hock action; on a taunt, but light rein; the position being balanced and unconstrained. The steps should be as even as possible. The hind-feet touch the ground in the foot prints of the fore-feet. The degree of energy and impulsion displayed at the working trot denotes clearly the degree of suppleness and balance of the horse.

4) The ***strong trot/intermediate gait*** is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns. Light contact to be maintained. **Excessive speed will be penalized.**

5) For the ***halt***, horses and vehicles should be brought to a complete square stop without abruptness or veering. At the halt, horses should stand attentive, motionless and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.

6) ***Rein back*** is defined as a backward movement in which the legs are raised and set down simultaneously in diagonal pairs, with the hind legs remaining well in line. To be performed in two parts:

- The horse must move backward at least three steps in an unhurried manner with the head flexed and straight, pushing the carriage back evenly in a straight line. The driver should use quiet aids and light contact.
- Move forward willingly to former position using same quiet aids.

3. Cones Course

a) This is a timed event.

b) Drivers should dress appropriately when competing in any driving class, including cones. Drivers are required to carry a whip, failure to do so will cause elimination

c) The ***course diagram*** should be posted at least one hour prior to the class. [Appendix E] **Prior to harnessing and putting to**, drivers will be allowed time to ***walk the course*** on foot prior to the start of the class. While walking the course, drivers shall not alter, adjust or in any way

move the cones, or any course markers. Drivers are prohibited from driving, leading, or riding horse/pony on any part of the course prior to the competition. A practice set of cones will be provided for use in a specific area.

d) Horses and Ponies and VSE's are to be judged as three separate classes in Cones

a) Driving the Cones Course

(a) The driver is responsible for being at the gate and ready to start the course at his/her assigned time. Drivers not ready to start the course when called **may be eliminated**. Enter through the gate at a walk. Proceed into the arena toward the judge to salute before starting the course.

(b) **Never** drive between the start/finish markers or through any sets of cones when entering to salute. Failure to follow this rule will incur **elimination**. Following the salute, the judge will blow a whistle or ring a bell to **signal** that the driver may begin the course. The driver then has (1) minute to begin the course. To begin, the driver must go through the markers labeled "start". At all times during the course, the red marker should be on the driver's right side and the white marker on the left. The driver continues through the obstacles (pairs of cones) in numerical order (1, 2, 3, etc.). After passing through the last numbered set of cones, the driver must pass through the "finish" marker. The driver should exit the ring at a walk

(c) **Cantering** on course during the competition is **not allowed**. **Penalty points will be for the first, and second, occurrence, elimination of the contestant on the third occurrence.** The horse and all wheels of the vehicle must pass through the start/finish markers and numbered pairs of cones in order to be considered driven correctly. If any part of an obstacle or start/finish marker is, at any time, disturbed, dislodged, driven out of sequence, driven backwards or driven twice, it will be considered driven incorrectly.

b. Setting up the Course

(a) The **course** will consist of paired cones set out in a prescribed order according to one of the two course designs found in **Appendix E**. A set or pair of cones may also be referred to as an "**Obstacle**." Traffic cones are to be measured and set-up in the method described in **Appendix F**. Cones used should be standard height and have hollow tops to accommodate a weighted tennis ball, orange or similar round weighted object. For this 4-H class, the cones shall be set at a distance of **71 inches** (5'11") for horses, **62 inches** (5'2") for ponies and **60 inches** (5'0") for very small equines.

(b) ***Distance*** means the space between the cones where the carriage will travel. Each obstacle on a prescribed course must be clearly and ***consecutively numbered*** with a pair of red and white markers placed not more than (20) cm to the side of the cones. Markers may be freestanding or may lean against the cone providing they do not interfere with the track of the carriage. Markers should be placed with the **red number on the right and the white numbers on the left**. ***Weighted tennis balls***, oranges or a similar round weighted object should be placed on the top of each cone once the prescribed measurement has been set. To make a weighted tennis ball, cut a slit in the ball about (1") long and fill with sand. Courses should be so laid out that competitors have a chance to maintain a reasonably fast pace throughout the major part of the course. The distance from one set of cones to the next must not be less than (15) meters.

(c) The ***start/finish lines*** may not be more than 40 meters or less than (20) meters from the first and last set of cones respectively. Once the course had been set, it should be ***measured*** using a measuring wheel or tapeline. The course length must be given to the competitors in meters. If you have measured by feet and inches, see the metric conversion chart in **Appendix F** to convert to meters.

c. Course Distance and Time Allowed

(a) The ***suggested course speeds*** for this class are (200) mpm (meters per minute) for horses and (180) mpm for ponies. These speeds may be altered for more difficult courses or ground conditions (***but may not be increased under any conditions***).

(b) The ***total time allowed*** is the maximum time a driver may spend on course without receiving time penalties. Drivers under or equal to the time allowed receive no time penalties. For each second or part of, over the total time allowed there is a (.5) point penalty. To compute the "time allowed" for a course, divide the "course measurement" by the "course speed" [(200) mpm/horses or (180) mpm/ponies]. [See example in Appendix G.]

(c) The ***time limit*** is the maximum time a driver is allowed on course. Drivers exceeding this limit will incur elimination. To determine the "time limit", multiply the "time allowed" by two. [See example in **Appendix G**.] ***Time*** is taken from the moment the horse's nose crosses the starting line until it crosses the finish line. If an electric timing device is not available, two stopwatches should be used.

d. Scoring and Penalty Points

(a) The competitor's score is based on **course penalties, disobedience penalties** and **time penalties**. The competitor with the lowest number of penalty points is the winner. Ties in penalty points between competitors are broken by the fastest time.

(b) **Penalty points** may be incurred in the following ways; For each second over the time allowed, multiply by (0.5) penalty points [i.e. (6) seconds over the time allowed X (0.5) = (3) time penalty points]

- Knocking over start or finish marker 5 pts.
- Knocking down or dislodging a ball/cone 5 pts.
- Break to a canter - (1st, 2nd, & 3rd break of pace) 5 pts.
- 4th break of pace Elimination.
- Failure to start course with in (1) minute of signal 5 pts.
- Disobedience or groom down 5 pts.

Disobedience includes:

- **Run-out** - evading or passing an obstacle to be driven.
- **Refusal** - stopping or reining back before an obstacle. If a horse hesitates without knocking the obstacle down and without reining back, followed immediately by driving cleanly through, the competitor is not penalized. If the stop is prolonged, or if the horse steps back even a single step voluntarily or not, a penalty for disobedience is given.
- **Circling** - competitor crosses his/her own line before an obstacle or before the finish line. If a competitor takes a wrong direction, but corrects before passing through the next obstacle, the competitor will not be penalized, unless the original track is crossed before taking the obstacle. (See **Appendix F** for example drawings.)
- **Resistance** - a horse is considered to offer resistance if at any time and for whatever reason, it refuses to go forward, turns around, rears, etc.
- **Causes of Eliminations:**
 - Off Course (inc. driving cones backwards)
 - Exceeding time limit
 - Failure to carry whip
 - Breakage of harness or carriage
 - Outside assistance
- All wheels of a turnout must pass through the intended path of the obstacle marker to be driven correctly. If the vehicle straddles a marker, penalty points for disobedience will incur regardless of an actual disturbance. If the entire turnout (horse & vehicle) passes outside of the markers and continues on and drives through the next set of cones in the order without successfully completing the missed obstacle, the computer will be judged off course.

IV. ENGLISH DIVISON

A. Classes Offered

Jr. Showmanship & Grooming (Jr. Member) Sr. Showmanship & Grooming (Sr. Member) English Halter (Horses 4 and over) Hunter Type Hunter Under Saddle Horse- Jr. Members Hunter Type Hunter Under Saddle Horse- Sr. Members Pleasure Type Hunter Under Saddle Horse- Jr. Members Pleasure Type Hunter Under Saddle Horse -Sr. Members Hunter Type Hunter Under Saddle Pony- Jr. and Sr. Members Combined Pleasure Type Hunter Under Saddle Pony- Jr. and Sr. Members Combined Jr. Equitation on the Flat (Jr. Members) Sr. Equitation on the Flat (Sr. Members) Jr. Equitation Over Fences (Jr. Members) Sr. Equitation Over Fences (Sr. Members) Handy Working Hunter Horse Handy Working Hunter Pony Working Hunter Horse Working Hunter Pony Hunter Hack Horse Hunter Hack Pony

B. Attire

1. AN ASTM/SEI SAFETY HELMET with harness properly fitted and securely fastened must be worn whenever mounted and in all classes with the exception of Grooming & Showmanship and all Halter Classes. Elimination will occur for infractions of this rule.
2. Riders in forward seat, all purpose or hunt type saddles should wear hunt coats, breeches (or jodhpurs) and boots/paddock boots.
3. Riders in cut back saddles should wear saddle seat attire.
4. Riders utilizing English type sidesaddles should be appropriately attired to the style of the sidesaddle.

C. Equipment

1. Saddles must be of traditional color and style of hunt seat, forward seat type or Saddleseat type, they may be made of leather, suede or synthetic materials. Either, leather, web, cord, neoprene or linen girths are permitted.
2. Saddle pads should fit size and shape of saddle, except when necessary to

accommodate numbers on both sides for which a square pad or suitable attachment maybe used. Saddle pads and attachments shall be white or natural color without ornament.

3. In all English classes, an English snaffle (no shank - conventional O-ring, egg-butt, D-ring or full cheek snaffle with bit keepers), kimberwick, pelham and/or a double bridle consisting of two bits - a curb or weymouth and a snaffle or bradoon (all with two reins, no converter strap), all with cavesson nosebands and plain leather brow bands must be used. The inside circumference of the ring shall be no smaller than 2" (5.08 cm) and no larger than 4" (10.16 cm). On all snaffle bits, the inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage.

4. In reference to mouthpieces, nothing may protrude below the mouthpiece(bar) such as extensions or prongs. Mouthpieces may be two or three pieces. On broken mouthpieces only, connecting rings of 1 1/4" (3.17 cm) or less in diameter or a connecting flat bar 3/8" to 3/4" (.95 to 1.9 cm) (measured top to bottom with a maximum length of 2" (5.08cm)) which lie flat in the horse's mouth are acceptable. All mouthpieces must be a minimum of 5/16" (.79 cm) in diameter with snaffles to be measured 1" (2.54 cm) in from the cheek with a gradual decrease to the center of the snaffle. Mouthpiece may be inlaid, but smooth or latex wrapped. Smooth, round, oval or egg-shaped, slow twist, corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces with a maximum port no higher than 1 1/2" (3.81 cm) are allowed. When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge, be at least 1/2" (1.27 cm) width and lie flat against the jaw of the horse.

5. A bit or noseband cannot be physically or mechanically altered to increase the severity of its use and may be eliminated at the discretion of the judge. Spring-loaded bits are approved as long as they meet all bit specifications outlined in this handbook. The judge may prohibit the use of bits or equipment he/she may consider severe.

6. Martingales or tie-downs are prohibited in all classes except Working Hunter, Handy Working Hunter, and Hunt Seat Equitation Over Fences. Running Martingales are not allowed in any class.

7. Leg protection - bell boots and other protective leg gear are not allowed in any class, with the exception of Hunt Seat Equitation Over Fences.

8. Spurs of the rowelled type are NOT permissible. Only blunt spurs are permissible.

D. English Division Class Specifications

1. Halter Classes

a) English Grooming and Showmanship

Horses and ponies are to be shown in-hand at halter or bridle at a walk, trot, and pose. **Failure to follow prescribed pattern may result in a severe penalty or disqualification based on the decision of the judge.** The “*Quarter Method*” of showing [Appendix K] will be used in all Showmanship classes. The pattern to be used at the state show can be found in **Appendix J**. Members must have done their own grooming, braiding, training and conditioning without assistance. To be judged according to the “*4-H Horse Project Showmanship & Grooming Score Card.*” [Appendix L]

b) English Halter

Horses in this class must be 4-years of age or older. Mares and geldings are to be shown in-hand in a halter or bridle. To be judged on conformation, soundness, and condition. Each entry will be shown individually at the walk and trot. Only family or member owned horses are eligible for this class. Very Small Equines are not allowed to enter this class.

2. Horse Hunter Under Saddle Classes

ENTRIES IN THE HORSE HUNTER UNDER SADDLE CLASSES CAN NOT CROSS ENTER BETWEEN HUNTER TYPE HUNTER UNDER SADDLE - HORSE AND PLEASURE TYPE HUNTER UNDER SADDLE - HORSE

a) HUNTER TYPE Hunter under Saddle- -Horse

Emphasis on movement, type, conformation and way of going while maintaining direct contact with the horse's mouth. Required to perform at the walk, trot and canter both directions of the arena. A hand gallop may be asked in only one direction of the arena. No more than eight riders will be asked to hand gallop at one time. Only 25 riders may be asked to canter at a time, at the discretion of the judge. For a more complete description refer to Appendix S.

b) PLEASURE TYPE Hunter under Saddle- - Horse

Hunters Under Saddle should be suitable to purpose. They should move in a long low frame and with a level topline, and able to lengthen their stride and cover ground. They should be obedient alert and responsive to their riders. A quick, short stride should be penalized, as should horses which move in an artificial frame are over flexed, behind the bit, or with a high headset. Judges should emphasize free movement, manners, and consistency of gait. Horses are to be shown at a walk, trot, and canter both ways of the ring. At Judges discretion horses will be asked to extend their gaits i.e.: Walk with forward motion, extended trot, and canter with forward

motion. Only 25 riders may be asked to canter at a time, at the discretion of the judge. For a more complete description refer to Appendix S.

3) Pony Hunter Under Saddle Classes

ENTRIES IN THE PONY HUNTER UNDER SADDLE CLASSES CAN NOT CROSS ENTER BETWEEN HUNTER TYPE HUNTER UNDER SADDLE - PONY AND PLEASURE TYPE HUNTER UNDER SADDLE –PONY

a) HUNTER TYPE Hunter under Saddle - PONY

Emphasize on movement, type, conformation and way of going while maintaining direct contact with the horse's mouth. Required to perform at the walk, trot and canter both directions of the arena. A hand gallop may be asked in only one direction of the arena. No more than eight riders will be asked to hand gallop at one time. Only 25 riders may be asked to canter at a time, at the discretion of the judge. For a more complete description refer to Appendix S.

b) PLEASURE TYPE Hunter under Saddle - PONY

Hunters Under Saddle should be suitable to purpose. They should move in a long low frame and with a level topline, and able to lengthen their stride and cover ground. They should be obedient alert and responsive to their riders. A quick, short stride should be penalized, as should horses which move in an artificial frame, are over flexed, behind the bit, or with a high headset. Judges should emphasize free movement, manners, and consistency of gait. Ponies are to be shown at a walk, trot, and canter both ways of the ring. At Judges discretion horses will be asked to extend their gaits i.e.: Walk with forward motion, extended trot, and canter with forward motion. Only 25 riders may be asked to canter at a time, at the discretion of the judge. For a more complete description refer to Appendix S.

4. Equitation Classes

a) English Equitation on the Flat

Class is to be judged both ways of the ring at a walk trot and canter, after completion of rail work the judge may ask individuals to test work if necessary.

Only 25 riders may be asked to canter at a time, at the discretion of the judge. Riders will enter individually at a trot down the center line and find a place on the rail at ring steward's command. The rider only is being judged. Riders will be judged on seat, hands, legs, feet, position, balance and control of mount. Suitability of horse to rider shall be considered.

4. Over Fences Classes

a) English Equitation Over Fences

The rider only is being judged. The rider will be judged on seat, hands, legs, feet,

position, balance and control of the mount. Suitability of horse to rider shall be considered. Individual performance shall consist of riding over a prescribed course of at least eight fences.

Size	Height of Fence	In and Out
Small Pony	2'3"	20'
Medium Pony	2'3"	22'
Large Pony	2'6"	24'
Horse	2'6"	25'

b) Handy Working Hunter

To be shown over a course of eight jumps. Fences shall simulate those found in trappy hunting country. Horses/ponies are required to trot over one fence toward the end of the course and may be asked to lead over a cross rail not to exceed (2') in height.

Size	Height of Fence	In and Out
Small Pony	2'3"	20'
Medium Pony	2'3"	22'
Large Pony	2'6"	24'
Horse	3'0"	25'-28'

c) Working Hunter

To be shown over a course of eight jumps. Fences shall simulate those found in the hunting field.

Size	Height of Fence	In and Out
Small Pony	2'3"	20'
Medium Pony	2'3"	22'
Large Pony	2'6"	24'
Horse	3'0"	25'

d) Hunter Hack

To be judged 50% on flat work and 50% over fences.

All riders are to first show both ways of the ring at a walk, trot, canter, and to hand gallop at least one way. No more than eight entries to hand gallop at one time. The hand gallop may be asked for after the last fence. All entries will be required to jump two fences. **Fences shall consist of a set of standards with two rails and a ground rail set to the height for each size of mount.** Riders will proceed directly from line-up to first fence. No courtesy circle before first fence.

Size	Height of Fences
Small and Medium Pony	2'3"
Large Pony and Horses	2'6"

V. GAMES DIVISION

A. Classes Offered

Clover Leaf Barrel Race – Horse [APPENDIX N]
Clover Leaf Barrel Race – Pony [APPENDIX N]
Pole Bending – Horse [APPENDIX N]
Pole Bending – Pony [APPENDIX N]
Bow-Tie Race – Horse [APPENDIX N]
Bow-Tie Race – Pony [APPENDIX N]
Keyhole Race – Horse [APPENDIX N]
Keyhole Race – Pony [APPENDIX N]

B. Attire

1. Clothing - Must be workmanlike and neat. It is mandatory to wear appropriate western attire, including:
 - a) Shirt with long sleeves and a collar or neckband. Shirtsleeves must be rolled down and buttoned or snapped.
 - b) Western boots
2. Chaps are optional. If chaps are worn, long pants or jeans must be worn under them. Shorts are not permitted to be worn under chaps.
3. An ASTM/SEI SAFETY HELMET with harness properly fitted and securely fastened must be worn whenever mounted.
4. Shin guards are permissible.

C. Equipment

1. Western type equipment must be used.
2. The following equipment is legal, but optional in game classes.
 - a) Protective boots
 - b) Tie-downs, martingales, and nosebands. These cannot have any bare metal in contact with the horse's head.
 - c) Spurs (rowels must be blunt and turn freely).
 - d) Crops and bats
3. Use of a hackamore (including mechanical hackamore) with a covered nosepiece or other type of bridle is the optional choice of the contestant. Curb and snaffle bits are acceptable. However, the judge may prohibit the use of bits or equipment he/she may consider severe.
4. The use of a mule bit, chain bit, donut bit, or prong bit is illegal as are any bits deemed cruel or inappropriate by the judge. Acceptable bit are found in Appendix M.
5. The use of the reins as a whip is prohibited.

6. Use of bat, crop, rope or spurs in front of the girth is not permitted.

D. General Rules

1. All of the Games Classes incorporated in the NJ 4-H Horse Project are timed events, with the emphasis on skill.
2. A clearly visible starting line must be provided. Two cones, one on either side of the arena are acceptable.
3. An electric timer should be used when possible, and located against the arena fence, even with the starting markers. If an electric timer is not available, at least two stopwatches shall be used.
4. The contestant is allowed a running start from within the arena after the gate is closed.
5. The use of hands behind or in front of the girth to encourage the horse forward is optional.

E. Games Division Class Specifications

a) Clover Leaf Barrel Race

Three brightly colored (55) gallon steel drums (with the top and bottom of the drum in) must be used. There shall be no rubber or plastic barrels or barrel pads used. The course must be measured exactly according to the diagram and cannot exceed these dimensions. [See **Appendix N**] However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space [minimum (20')] must remain between the barrels and any obstacle/fence. The rider shall cross the starting line and run to barrel number (1), pass to the left of the barrel, and complete a (360) degree turn around it; then go to barrel number (2), pass to the right of it, and complete a slightly more than (360) degree turn around it; then go to barrel number (3), pass to the right of it, and do another approximately (360) degree turn around it; then sprint to the finish line, passing between barrel number (1) and (2). This barrel course may also be run to the left. Knocking over a barrel carries a five second penalty. **Touching the barrel with your hand will result in disqualification.**

b) Pole Bending

The pole-bending pattern is to be run around six poles. Each pole is to be (21') apart, and the first pole is to be (21') from the starting line. [See **Appendix N**] Poles shall be set on top of the ground, (6') in height, with a base not to exceed (14") in diameter. 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. Knocking over a pole shall carry a (5) second penalty. **Touching the pole with your hand will result in disqualification.**

c) Bow-Tie Race

The Bow-Tie Race is to be run around a set of four poles, set in a box, (21') apart on all sides and (126') from the start/finish line. Poles shall be set on top of the ground. [See **Appendix N** for setup and pattern] 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. Knocking over a pole shall carry a (5) second penalty. **Touching the pole with your hand will result in disqualification.**

d) Keyhole Race

The course of the Keyhole Race is laid out in the shape of a keyhole. The pattern is usually marked on the ground with lime or chalk. A set of four poles may also be used in place of ground lines. [See **Appendix N** for layout and measurements] The rider begins his/her ride from the start/finish line, racing down the course into the keyhole pattern, executes a roll-back/turn and races back over the start/finish line. **IF THE 4 POLES ARE USED THE CONTESTANT HAS TO GO COMPLETELY THRU THE FOUR POLES AND TURN AROUND AND COME BACK THROUGH THE 4 POLES** If a horse steps on or over any of the **GROUND LINES (IF LIME IS USED)** in the keyhole or knocks over a pole, the rider is disqualified.

VI. Growing and Training Division

A. Classes Offered

Mare and Foal (Horse, Pony and VSE) Growing and Training Halter (Horse, Pony and VSE) Growing and Training Western Pleasure (Horse and Pony) Growing and Training English Pleasure (Horse and Pony)
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B. CLASS ELIGIBILITY

1. A county may send unlimited entries to state in this division
2. Horses must be member or family-owned. Lease/borrow horses are ineligible.

C. Mare and Foal

1. Foals must be born within the current year.
2. The 4-H'er whose project animal combination is the mare & foal **must** show the foal while another 4-H'er or a member of the immediate family may exhibit the mare. Mare and foal are to be shown in-hand. The foal in halter, the mare in halter or bridle. (Stock type mares to be shown in halter)
3. To be judged on conformation, soundness, and condition. Mares should be judged for breeding soundness only and should not be penalized for any

unsoundness due to injuries as long as the unsoundness is not due to faulty conformation that may be inheritable.

D. Growing and Training Halter

1. Horses must be 3-years of age or younger.
2. Horses must have been the club member's project animal by April 1st of the current year.
3. Mares and geldings to be shown in-hand in halter or bridle.
4. To be judged on conformation, soundness, condition and manners. Each entry will be shown individually at the walk and trot.

E. Growing and Training Pleasure

1. Only 3-year old horses are eligible.
2. Horses must have been the club member's Growing & Training project animal by April 1st of the **PREVIOUS** year.
3. After January 1st of the current project year, members must do **ALL** the training. This is not to imply elimination of proper supervision or assistance when it is required. Proper supervision or assistance when required is permissible; however, the 4-H'er must be actively involved in that supervised session.
4. To be shown at a four-beat walk; two-beat trot, jog or intermediate gait; and three beat lope or canter both ways of the ring.
5. To be judged according to same rules as English Pleasure in Growing and Training English Pleasure or as Western Pleasure in Growing and Training Western Pleasure.
 - a) English type horses should be on a light rein, but still maintaining contact with the horse's mouth. Western horses should be on a reasonably loose rein without undue restraint.
 - b) Wrong leads and excessive speed at the canter/lope will be penalized. Horses may be asked to reverse at the walk or trot/jog/intermediate gait, but not at the canter/lope. Horses may be required to go from one gait to another. Horses should stand quietly. Each horse must be backed. Horses with an excessively low head set (poll below the withers) will be penalized.

c) To be judged 75% on manners and performance, and 25% on suitability of horse to rider, cleanliness and neatness of rider, horse and tack.

d) Any style of tack (English, Western or Saddle Seat) suitable to the breed is to be used in this class, however all equipment used must be legal and allowable. Use of a hackamore or snaffle bit with two hands is permitted.

VII. WESTERN DIVISION

A. Classes Offered

- Jr. Showmanship & Grooming (Jr. Members)
- Sr. Showmanship & Grooming (Sr. Members)
- Western Halter Mares (Horses 4 and over)
- Western Halter Geldings (Horses 4 and over)
- Jr. Western Pleasure Horse (Jr. Members)
- Sr. Western Pleasure Horse (Sr. Members)
- Western Pleasure Pony
- Jr. Western Horsemanship (Jr. Members)
- Sr. Western Horsemanship (Sr. Members)
- Jr. Western Riding [**APPENDIX O**]
- Sr. Western Riding [**APPENDIX O**]
- Reining [**APPENDIX Q**]
- Jr. Western Trail (Jr. Members) [**APPENDIX P**]
- Sr. Western Trail (Sr. Members) [**APPENDIX P**]

B. Attire

1. Clothing

a) Must be workman like and neat. It is mandatory to wear appropriate western attire, including:

1) Shirt with long sleeves and a collar or neckband. Shirtsleeves must be rolled down and buttoned or snapped.

2) Western hat – for in-hand classes only

3) Western boots

b) Riders utilizing western sidesaddle should be appropriately attired to that style of western saddle.

2. An ASTM/SEI SAFETY HELMET with harness properly fitted and securely fastened must be worn whenever mounted

3. Chaps are optional.

C. Equipment

1) In all western classes, horses will be shown in a western stock saddle consisting of a horn, seat, pommel, cantle, skirt, fenders and western stirrups. Silver equipment will not count over a good working outfit. Bridle may be either a standard plain or silver headstall with brow band, shaped ear, or split ear.

a) Stirrups shall not be tied to one another or to the saddle in any manner.

2) References to a “Bit” in western performance classes means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit includes:

a. 8 1/2” (21.59 cm) maximum length shank to be measured as indicated in the diagram in Appendix H. Shanks may be fixed or loose.

b. Concerning mouthpieces, bars must be round, smooth and unwrapped metal of 5/16” to 3/4” (.79 to 1.90 cm) in diameter, measured 1” (2.54 cm) from the cheek. It may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs. The mouthpiece may be two or three pieces. A three piece with a connecting ring of 1 1/4” (3.18 cm) or less in diameter, or a connecting flat bar of 3/8” to 3/4” (.95 to 1.90 cm) (measured top to bottom with a maximum length of 2” (60.96 cm), which lies flat in the horse’s mouth is acceptable.

c. The port must be no higher than 3 1/2” (8.89 cm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds, grazing and spades are standard.

d. When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge, be at least 1/2” (1.27cm) in width and lie flat against the jaw of the horse. Curb straps must be free of barbs, wire and/or twists.

e. A broken curb strap or chain is not necessarily cause for disqualification

3. A bit cannot be physically or mechanically altered to increase the severity of its use and may be eliminated at the discretion of the judge. Spring-loaded bits are approved as long as they meet all bit specifications outlined in this rulebook. The judge may prohibit the use of bits or equipment he/she may consider severe.

4. Whenever this rulebook refers to a romal, it means an extension of braided material attached to closed reins. This extension may be carried in the free hand with a 16-inch (40.64 cm) spacing between the reining hand and the free hand holding the romal. When using a romal, the rider's hand shall be around the reins with the wrist kept straight and relaxed, the thumb on top and the fingers closed around the reins. When using the romal, no fingers between the reins are allowed.
5. Whenever the rulebook refers to "Hackamore", it means the use of a flexible braided rawhide, leather, or rope bosal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. This rule does not refer to a so-called mechanical hackamore.
6. Junior horses, (5-years old and younger) competing in western pleasure, horsemanship, western riding, reining or trail may be shown in a snaffle bit, hackamore, curb bit, halfbreed or spade bit. Horses that are shown with a hackamore or snaffle bit may be ridden with two hands on the reins.
7. Horses 6-years old and older may only be shown in a curb bit.
8. Slip or gag bits, and donut, prong or flat polo mouthpieces are not acceptable as are any other bits deemed cruel or inappropriate by the judge.
9. Except for junior horses, (5-years old and younger) shown with hackamore/snaffle bit, only one hand may be used on the *reins*, and the hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted. Violation of this rule is an automatic disqualification.
10. Spurs are optional; however, the rowels must be blunt and turn freely.
11. Prohibited equipment includes:
 - a. Wire chinstraps, regardless of how padded or covered.
 - b. Martingales, draw reins, nosebands, tie-downs.
 - c. Lariats, lead ropes, riatas or any type of coiled decorative ropes.

D. General Rules

1. Halter Classes

a) Western Grooming and Showmanship

Horses and ponies are to be shown in-hand at halter at a walk, jog, and pose. The Show committee will acquire from the day-of-show judge the pattern to be used for the class. Pattern is to be posted at least one-hour prior to the start of the class.

Failure to follow prescribed pattern may result in a severe penalty or disqualification based on the decision of the judge. The Quarter Method of

showing will be used in all showmanship classes. [**Appendix K**] Members must have done their own grooming, banding, training, and conditioning without assistance. To be judged according to the *4-H Horse Project Showmanship and Grooming Scorecard*. [**Appendix L**]

b) Western Halter Mares

Horses in this class must be 4-years of age or older. Mares are to be shown in-hand. To be judged on conformation, soundness, and condition. Each entry will be shown individually at the walk and jog. Horses entered in this class must be either member or family-owned.

c) Western Halter Geldings

Horses in this class must be 4-years of age or older. Geldings are to be shown in-hand. To be judged on conformation, soundness, and condition. Each entry will be shown individually at the walk and jog. Horses entered in this class must be either member or family-owned.

2. Performance Classes

a) Western Pleasure

To be judged on the performance of the horse. Conformation of the horse may be considered at the discretion of the judge. To be shown at a flat-footed four-beat walk; free moving easy riding two-beat jog or intermediate gait; and a three-beat lope both ways of the ring on a reasonably loose rein without undue restraint. The judge may call for extended gaits. **Riders will enter individually at a trot down the center line and find a place on the rail at ring stewards' command.** Wrong leads and excessive speed at the lope will be penalized. Horses are to be reversed to the inside (away from the rail). Horses may be required to reverse at the walk, jog or intermediate gait, but not at the lope. Horses may be required to go from one gait to another. Horses should stand quietly. Each horse must be backed. Horses with excessively low head set (poll below the withers) will be penalized.

b) Western Horsemanship

Class is to be judged 40% on rail work, 60% on individual pattern. The judge will ask each rider to work individually first, followed by rail work. These individual works will be any of the maneuvers that the judge feels are necessary to determine the horsemanship ability of the rider. **Failure to follow prescribed pattern may result in a severe penalty or disqualification based on the decision of the judge.** The pattern will be posted at least one-hour prior to the start of the class. The rider only is being judged. The rider will be judged on seat, hands, legs, feet, position, balance and control of mount. Suitability of horse to rider shall be considered. Rider is to show the horse at a walk, jog, and lope both ways of the ring on a reasonably loose rein, without undue restraint.

c) Reining

The NJ 4-H Horse Project has **one** reining pattern that is to be used. It can be found in **Appendix O** of this book. The pattern used at the show will be selected by the judge of the class and performed by all contestants in the class. The pattern will be posted at least one-hour before the start of the class. Each contestant will perform the required pattern individually and separately. To rein a horse is not only to guide it, but also to control its every movement. The best-reined horse should be willfully guided or controlled with little or no apparent resistance. Any movement on its own must be considered a lack of control. All deviations (i.e., working beyond or short of cone, oval circles instead of round) from the exact written pattern must be considered a lack of, or a temporary loss of control, and therefore faulted according to the severity of the deviation. Credit will be given for smoothness, fitness, attitude, quickness and authority in performing the various maneuvers while using controlled speed. Two hands may only be used on a 3-, 4- or 5-year old horse wearing a hackamore (bosal) or snaffle bit. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; rider's free hand may be used to hold the romal in a normal fashion. During reining the use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to reining hand is considered to be use of two hands and score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped during the pattern. While the horse is in motion, the rider's hands shall be clear of the horse and saddle. Scoring will be on the basis of (0 – 100), with (70) denoting an average performance.

(1) The following will result in *no score*:

- Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition
- Use of illegal equipment
- Use of whips or bats
- Use of any attachment that alters the movement of, or circulation to the tail
- Failure to provide horse and equipment to the appropriate judge for inspection

(2) The following will result in a *score of (0)*:

- Use of more than index or first finger between reins
- Use of two hands (except as noted above), or changing of hands
- Failure to complete pattern as written
- Performing the maneuvers other than in specified order
- The inclusion of maneuvers not specified, including, but not limited to backing more than (2) strides and turning more than (90) degrees
- Equipment failure that delays completion of pattern

- Balking or refusal of command where pattern is delayed
 - Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
 - Jogging in excess of (1/2) circle or (1/2) length of the arena
 - Over-spins of more than (1/4) turn
 - Fall to the ground by horse or rider
- (Neither a No Score or (0) are eligible to place in a class.)

(3) The following will result in a *reduction of (5) points*:

- Spurring in front of cinch
- Use of free hand to instill fear
- Holding saddle or touching horse with free hand
- Blatant disobedience including kicking, biting, bucking, rearing

(4) The following will result in a *reduction of (2) points*:

- Failure to go beyond markers on stops or rollbacks
- Break of gait
- Freeze-up in spins or rollbacks
- On walk in patterns, failure to stop or walk before executing a canter departure
- On run in patterns, failure to be in a canter prior to the first marker starting or performing circles or eights out of lead will be judged as follows:
 - Each time a horse is out of lead, a judge is required to deduct one point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse (1/2) point for delayed change of lead by one stride.
 - Deduct (1/2) point for starting circle at a jog or exiting rollbacks at a jog up to twostrides. jogging beyond two strides, but less than (1/2) circle or (1/2) the length of the arena, deduct two points.
 - Deduct (1/2) point for over or under spinning up to (1/8) of a turn; deduct one point for over or under spinning from (1/8) to (1/4) turn.
 - A (1/2) point penalty deduction will be given for failure to remain a minimum of (20) feet from the wall or fence when approaching a stop and/or rollback.
 - Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change leads will be penalized as follows: failure to change leads by one stride – (1/2) point; failure to change leads beyond one stride, but where lead change is completed prior to next maneuver – (1) point; lead is not changed prior to the next maneuver – (2) points; in patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized on point. Failure to be on

the correct lead prior to the center point of the arena will be a (2) point penalty.

- (5) A judge may require any contestant to repeat his/her performance of any or all of the various parts of the pattern. Faults against the horse to be scored accordingly, but not to cause disqualification:
- Opening mouth excessively when wearing bit
 - Excessive jawing, opening mouth or head rising on stop
 - Lack of smooth straight stop on haunches - bouncing or sideways stop
 - Refusing to change leads
 - Anticipating signals
 - Stumbling
 - Backing sideways
 - Knocking over markers

(6) Faults against the rider to be scored accordingly, but not to cause disqualification:

- Losing stirrup
- Any unnecessary aid given by the rider such as unnecessary talking, petting, spurring, quirting, jerking of reins, throwing of weight, etc.
- Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.

b) Trail Class

Score Sheet Can Be Found On www.nj4-h.rutgers.edu

A. 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 and willingly respond to the rider's cues on more difficult obstacles.

B. Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacle. Horses with artificial appearance over obstacles should be penalized.

C. 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, trot, lope (except in walk-trot) - somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying its head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the resistance appearance.

D. SCORING SYSTEM.

1. 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.

2. Each obstacle will be scored on the following basis, ranging from plus

1½ to minus 1½:

- -1½ extremely poor,
- -1 very poor,
- -½ poor,
- 0 correct,
- +½ good,
- +1 very good,
- +1½ excellent.

3. Obstacle scores are to be determined and assessed independently of penalty points. Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the rider's cues. **Penalties should be assessed per occurrence as follows:**

a. One half (½) POINT.

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

b. One (1) POINT.

1. Each hit of or stepping on a log, pole, cone or 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.

5. Split pole in lope-over.

6. Failure to meet the correct strides on trot over and lope over log obstacles.

c. Three (3) POINT.

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 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, or 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).
- e. Zero (0) total score for course (disqualification).
1. Use of two hands (except in Snaffle Bit or Hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.
 2. Performing the obstacles other than in specified order.
 3. No attempt to perform an obstacle.
 4. Equipment failure that delays completion of pattern.
 5. Excessively or repeatedly touching the horse on the neck to lower the head.
 6. Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than 1/4 turn.
 7. Failure to follow the correct line of travel between obstacles.
 8. Riding outside designated boundary marker of the arena or course area.
 9. Third cumulative refusal, balk or evading an obstacle by shying or backing over entire course.
 10. Failure to ever demonstrate correct gait between obstacles as designated.

E. Obstacles

1. Mandatory Obstacles

- a. Opening, passing through, and closing gate
- b. Ride over at least four logs or poles [See **Appendix P** for set-up specifications] Poles can be raised according to height specifications for the particular gait according to chart below.

GAIT HEIGHT

Walk 12"

Jog 8"

Lope 8"

- c. Backing obstacle [**Appendix P**]

2. Optional Obstacles

- a. Water hazard (ditch or small pond). No metal or slick bottom boxes will be used

- b. Serpentine obstacle at walk or jog/intermediate gait. Spacing to be a minimum of (6') for jog
 - c. Carry object from one part of arena to another
 - d. Ride over wooden bridge. Bridge should be sturdy and safe. Recommended minimum width shall be (36") wide and at least (6') long
 - e. Put on and remove slicker
 - f. Remove and replace materials from mailbox
 - g. Side pass [See Trail Obstacles. **Appendix P**]
 - h. Dismounting
 - i. Rider on foot, leading horse out of arena
 - j. 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
 - k. Any other safe and negotiable obstacle which could reasonably be expected or encountered on a trail ride and meets with the approval of the judge
 - l. A combination of two or more of any obstacle is acceptable
3. Unacceptable Obstacles
- a. Tires
 - b. Animals or hides
 - c. PVC pipe
 - d. Rocking or moving bridge
 - e. Water box w/ floating/moving parts
 - f. Flames, dry ice, fire extinguisher, etc.
 - g. Logs or poles elevated in a manner that permits such to roll
 - h. In-Hand obstacles
 - i. Ground Ties
 - j. Tarps, plastics or anything deemed unsafe for a horse to step on

c) Western Riding

Western Riding is an event where the horse is judged on quality of gaits (walk, jog, lope), lead changes at the lope, and response to the rider, manners, and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e., 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. There commended lead changing point is equal to (1/2) stride length before or after the center point between the 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.

1. See **Appendix Q** for pattern. The small circles surrounding an 'x' on the course pattern represent pylon markers. A uniform measured distance should separate the markers of not less than (30) feet (9 meters) or more than (50) feet (15 meters) on the sides with (5) markers. The markers on the opposite side should be set adjacent to the appropriate markers. A solid log or pole should be used and be a minimum of (8) feet (25 meters) in length.

2. Scoring will be on a basis of (0 – 100) with (70) denoting an average performance. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from (+1.5) to (-1.5).

- -1.5 Extremely Poor
- -1.0 Very Poor
- -0.5 Poor
- 0 Average
- + 0.5 Good
- + 1.0 Very Good
- + 1.5 Excellent

3. A contestant shall be scored accordingly each time the following occurs:

a. Five (5) point deduction

- Failure to change leads
- Kicking out
- Blatant disobedience

b. Three (3) points

- Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within (10) feet of the designated area
- Break of gait at the lope
- Simple change of leads
- Failure to change after one stride, but changes before next designated change area
- Additional lead changes anywhere in pattern
- Failure to start the lope within (30) feet after crossing the log at the jog
- Break of gait at walk or jog for two or more strides

c. One (1) point

- Break of gait at walk or jog up to two strides
- Hitting or rolling log
- Failure to change leads for (1) stride
- Splitting the log (log between the two front and two hind feet) at the lope

d. One-half (1/2) point

- Tick or light touch of log
- Hind legs skipping or coming together during lead change
- Failure to change leads from (1/2) to (1) stride

e. Disqualified - 0 score

- Illegal equipment
- Willful abuse
- Off course
- Knocking over markers
- Completely missing log
- Major refusal - stop and back (2) strides or (4) steps with front legs
- Major disobedience - rearing, schooling

f. Credits

- **Flying change of leads, hind and front simultaneously**
- Changes at designated point
- Accurate and smooth pattern
- Even pace throughout
- Easy to guide and control with rein and leg
- Manners and disposition.

g. Faults

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

- Opening mouth excessively
- Anticipating signals or early lead changes
- Excessive throwing of head
- Stumbling

VIII- Very Small Equine Division

- Very Small Equine English and Western Halter
- Mare and Foal
- Growing and Training Halter
- Very Small Equine Cones Course
- Very Small Equine In Hand Trail
- Very Small Equine In Hand Jumper

A) Height Requirement

1. The Miniature Horse must measure not more than 34 inches at the base of the last hair on the mane for Type-A.

2. The Miniature Horse must measure not more than 38 inches at the base of the last hair on the mane for Type-B.
3. Both Types A and B will be judged equally. No Penalty in size type.

B) Measurement Card

- A. A Permanent Card will be issued for Miniature Horses three years old and older.
- B. It must be a certified ASPCA/AMHR Registry measuring stick. The stick measures 24" – 48" and is made of aluminum construction, having a vertical leg and a horizontal bar, through which a moveable calibrated vertical bar, is suspended.
- C. The measuring surface must be level, and under no circumstances should animals be measured on dirt or gravel. A concrete slab or other paved surface is most desirable.
- D. In measuring the Miniature horse, the head is to be in a normal position. Measure the vertical distance from the base of the last hair on the mane to the measuring surface. The crosspiece, arm or bar must have firm contact with the animal but no additional pressure may be applied.

C. Very Small Equine Halter English and Western

1. Halter

Horses in this class can be at any age. Horses are to be shown in-hand. To be judged on conformation, soundness, and condition. Each entry will be shown individually at the walk and jog.

- A. Horses may be shown clipped or in full coat.
- B. Horses shall show with full manes and tails (no full roach). Thinning, pulling, shortening and etc. of a mane and tail is permissible. The mane and tail length shall be left to the decision of the exhibitor.
- C. Horses may be shown with or without polished hooves.

2. Mare and Foal

- A. Foals must be born within the current year.
- B. The 4-H'er whose project animal combination is the mare & foal **must** show the foal while another 4-H'er or a member of the immediate family may exhibit the mare. Mare and foal are to be shown in-hand. The foal in halter, the mare in halter or bridle. (Stock type mares to be shown in halter)
- C. To be judged on conformation, soundness, and condition. Mares should be judged for breeding soundness only and should not be penalized for any unsoundness due to injuries as long as the unsoundness is not due to faulty conformation that may be inheritable.

3. Growing and Training Halter

- A. Horses must be 3-years of age or younger.
 - B. Horses must have been the club member's project animal by April 1st of the current year.
 - C. Mares and geldings to be shown in-hand in halter or bridle.
 - D. To be judged on conformation, soundness, condition and manners.
- Each entry will be shown individually at the walk and trot.

4. Scoring Halter

- A. Priority in judging shall be in this order
 - 1. Soundness
 - 2. Balance, and conformity to the standard of perfection
 - 3. Head: In proportion to the body; neither excessively long nor short. The eyes should be large, alert, and prominent with no discrimination in color. The ears open toward the front and carried erect. The teeth should show no signs of parrot mouth or undershot jaw.
 - 4. Body: Well muscled with good bone and substance, will sprung ribs, level top line, as nearly as possible of height in wither and rump, fore and hind quarters well angulated, so that the horse in movement shows a smooth gait.
 - 5. Neck: Strong and muscular, proportionate to body and type of horse represented.
 - 6. Legs: Straight clean and sound
 - 7. Hooves: Round and compact and in good condition.
 - 8. Color: Any color eye color and or marking pattern is equally acceptable.
 - 9. Throat-Latch: Cleaned and will define, allowing ample flexation at the poll.
 - 10. Shoulder: Long sloping and well angulated, allowing free-swinging stride and alert head/ neck carriage. Well-muscled forearm.
 - 11. Hindquarters: Long well muscled hip, thigh and gaskin. Highest point of croup to be same height as withers. Tail set neither excessively high nor low, but smoothly rounding of rump.
 - 12. Horse must be serviceably sound, in good condition, and well groomed. Transmissible weakness and unsoundness to be penalized.
 - 13. Disqualification: Height in excess of 38 inches

D. Driving

All people (including Grooms) on a carriage are required to wear A PROPERLY FITTED ASTM/SEI SAFETY HELMET with harness properly fitted and securely fastened.

1. Required Driver Attire:

- Driving Apron
- Brown Gloves
- Appropriate footwear with hard soles and closed toes.
- Safety Helmet
- Gentleman
 - Coat or Jacket
 - Tie
 - Dress Slacks or khakis, no blue jeans
- Ladies
- Conservative Dress (no cocktail/evening dress)
- Tailor Suit
- Slacks
- Blouse or dress should be long- sleeved
- Safety helmet

2. Required Groom Attire

Grooms of either sex may wear stable livery in any but the formal vehicles where full livery is appropriate.

Headers must wear appropriate footwear with hard soles and closed toes

- Grooms must wear safety helmet
- Stable Livery Attire
- A conservative suit: white shirt, dark tie, derby, dark shoes, and leather gloves.
- A conservative jacket, jodhpurs or drill trousers, jodhpur or paddock boots, white shirt, stock or four in-hand tie, leather gloves, derby or conservative cap.
- Hunting attire.

3. Equipment

a) Harness

The harness must be in good condition, clean, and fit properly. The metal fittings should be uniform, secure and polished.

The bridle should be of traditional driving style and should be adjusted to fit snugly to prevent catching on the vehicle or other

piece of harness. A throatlatch and a noseband or cavesson is mandatory.

An overcheck, side-checks, and running martingale are permissible. An animal without a martingale or overcheck should have a good natural head carriage, with the poll no lower than the withers.

Snaffle bits and other types of traditional driving bits (for example - liverpool, buxton, and elbow) are allowed. Bits may be covered with rubber or leather. Burr, gag, twisted wire or chain bits of any type are not permitted.

Thimbles or breeching is required on the harness.

b) The Vehicle

The vehicle may be two wheeled or four wheeled. The shafts of the vehicle must have a footman or other suitable place for attaching the breeching strap if breeching is used.

Vehicles used by junior drivers must be able to carry two people (one adult) on the seat/front seat. This includes vehicles pulled by miniature horses.

The vehicle must be in good repair, structurally sound and clean.

Wire-wheeled vehicles are permitted.

c) The Whip

A driving whip HELD IN HAND AT ALL TIMES while driving is mandatory.

Noncompliance shall be severely penalized.

The lash of the whip must be long enough to reach the shoulder of the horse.

Failure to carry a whip in a cones class incurs elimination.

d) The Whip Salute

The Whip salute is used to acknowledge the judge at the start and finish of the individual test.

The whip salute is performed in one of the following ways.

By moving the whip, held in the right hand, to a vertical position, the butt end even with the face.

By moving the whip, held in the right hand, to a position parallel with the ground, the handle before the face.

Gentlemen may place the whip in his left hand and remove his hat.

4. General Rules

A) Driver

- Drivers under (14) years of age MUST be accompanied by a knowledgeable horseman 21 or over must accompany in the carriage at all times, including outside of the ring. The adult shall be referred to as the “groom.” The groom must be neatly attired.
- When the competitor is not driving in the show or warm-up ring, an adult (21 or over) must be standing at the horse’s head at all times. (For Jr. drivers, this “header” is in addition to the adult seated in the carriage.)
- The only person to handle the reins and whip is the driver. Outside assistance will result in elimination.
- The driver should be seated on the right side of the carriage.
- Either the one or two-handed method of driving is acceptable. Drivers will not be penalized or rewarded for using one style over another.

B) The Groom

In reference to the driving classes, assistance from a knowledgeable horseman over 21 is REQUIRED as follows:

- When hooking a horse to a carriage.
- At the horses head when standing outside of the ring.
- In the carriage at all times inside/outside of the ring with a junior exhibitor. Adult must be properly attired, including soled footwear with closed toes. In junior classes, the header will be asked to come into the ring during the class line-up.
- When driving a pair the 4-H member (regardless of age) must have a groom with them at all times. Grooms should wear appropriate attire.
- A groom is optional for a single horse turnout. (Drivers under 14 years of age must have a groom with them at all times.)
- Where grooms or passengers are required, at least one groom is required to be capable of rendering assistance at all times, failure to comply could incur elimination at the discretion of the judge.

C) Safety

- The driver must have the horse in full control at all times.

- Judges, Stewards, the Technical Delegate and the show organizers have the right to excuse any horse/pony that is unruly during competition and /or poses a safety hazard to other competitors in the ring.
- When the competitor is not driving in the show or warm-up ring, an adult must be standing at the horse's head at all times. (For Jr. Drivers, this "header" is in addition to the adult seated in the carriage.) In junior classes, the header will be asked to come into the ring during the class line-up.
- Under no circumstances shall a bridle be removed from a horse while it is still put to a vehicle. Failure to comply will incur elimination
- The horse must never be left unattended or tied to anything while hooked to a carriage. Failure to comply will incur elimination.
- Drivers should strive to maintain a safe distance from other vehicles during competition and in warm-up, stable and parking areas.
- No more than (12) entries will be permitted in the ring at one a time for the Working Pleasure and Reinsmanship classes.
- All drivers, passengers, grooms, etc. should keep safety foremost in their minds. Having the horse under control at all times not only is a safeguard for the driver and passengers, but for everyone present on the grounds.

D) Eligibility of Horses

- The minimum age for a horse to compete in harness is 3 years old.
- Horses must be serviceably sound and must not show evidence of lameness, broken wind or impairment of vision in both eyes.
- Singles and Pairs of horses may be driven in any 4-H driving division class as long as the equipment and attire are appropriate for that type of hitch.

5. Cones Course

A) General Rules

- This is a timed event.
- Drivers should dress appropriately when competing in any driving class, including cones. Drivers are required to carry a whip.
- The course diagram should be posted at least one hour prior to the class.
- Prior to harnessing and hitching to the carriage, drivers will be allowed time to walk the course on foot prior to the start of the class. While walking the course, drivers shall not alter, adjust or in any way move the cones, or any course markers. Drivers are prohibited from driving, leading, or riding horse/pony on any part of the course prior to the competition.
- A practice set of cones will be provided for use in a specific area.

B) Driving the Cones Course

The driver is responsible for being at the gate and ready to start the course at his/her assigned time. Drivers not ready to start the course when called may be eliminated. Enter through the gate at a walk. Proceed into the arena toward the judge to salute before starting the course.

Never drive between the start/finish markers or through any sets of cones when entering to salute. Failure to follow this rule will incur elimination. Following the salute, the judge will blow a whistle or ring a bell to **signal** that the driver may begin the course.

- The driver then has (1) minute to begin the course. To begin, the driver must go through the markers labeled “start”. At all times during the course, the red marker should be on the driver’s right side and the white marker on the left. The driver continues through the obstacles (pairs of cones) in numerical order (1, 2, 3, etc.). After passing through the last numbered set of cones, the driver must pass through the “finish” marker.
- Canter on course during the competition is not allowed. Penalty points will be for the first, second, and third, occurrence, and elimination of the contestant on the **fourth occurrence**.
- The horse and all wheels of the carriage must pass through the start/finish markers and numbered pairs of cones in order to be considered driven correctly. If any part of an obstacle or start/finish marker is, at any time, disturbed, dislodged, driven out of sequence, driven backwards or driven twice, it will be considered driven incorrectly.
- The driver should exit the ring at a walk.

C) Setting Up the Course

The **course** will consist of paired cones set out in a prescribed order according to one of the two course designs found in **Appendix E**. A set or pair of cones may also be referred to as an “**Obstacle**.” Traffic cones” are to be measured and set-up in the method described in **Appendix F**. Cones used should be standard height and have hollow tops to accommodate a weighted tennis ball, orange or similar round weighted object.

The cones shall be set at a distance of 1.5 meters (5’2”).

- **Distance** means the space between the cones where the carriage will travel. Each obstacle on a prescribed course must be clearly and **consecutively numbered** with a pair of red and green markers placed not more than (20) cm to the side of the cones. Markers may be freestanding or may lean against the cone providing they do not interfere with the track of the carriage. Markers should be placed with the red number on the right and the white numbers on the left. Weighted tennis balls, oranges or a similar round weighted object should be placed on the top of each cone once the prescribed measurement has been set. To make a weighted tennis ball, cut a slit in the ball about (1”) long and fill with sand. Courses should be so laid out that competitors have a

chance to maintain a reasonably fast pace throughout the major part of the course. The distance from one set of cones to the next must not be less than (15) meters.

- The **start/finish lines** may not be more than 40 meters or less than (20) meters from the first and last set of cones respectively. Once the course had been set, it should be **measured** using a measuring wheel or tapeline. The course length must be given to the competitors in meters. If you have measured by feet and inches, see the metric conversion chart in **Appendix F** to convert to meters.

D) Course Distance and Time Allowed

The **suggested course speeds** for this class are (180) mpm (meters per minute). These speeds may be altered for more difficult courses or ground conditions (but may not be increased under any conditions).

The **total time allowed** is the maximum time a driver may spend on course without receiving time penalties. Drivers under or equal to the time allowed receive no time penalties. For each second or part of, over the total time allowed there is a (.5) point penalty. To compute the “time allowed” for a course, divide the “course measurement” by the “course speed” [(180) mpm]. [See example in Appendix G.]

- The **time limit** is the maximum time a driver is allowed on course. Drivers exceeding this limit will incur elimination. To determine the “time limit”, multiply the “time allowed” by two. [See example in **Appendix G**.]
- **Time** is taken from the moment the horse’s nose crosses the starting line until it crosses the finish line. If an electric timing device is not available, two stopwatches should be used.

E) Penalty Points

For each second over the time allowed, multiply by (0.5) penalty points [i.e. (6) seconds over the time allowed X (0.5) = (3) time penalty points]

Knocking over start or finish marker 5 pts.

- Knocking down or dislodging a ball/cone 5 pts.

- Break to a canter - (1st, 2nd, & 3rd break of pace) 5 pts.
- 4th break of pace Elimination.
- Failure to start course with in (1) minute of signal 5 pts.
- Disobedience or groom down 5 pts. Disobedience includes:

Run-out - evading or passing an obstacle to be driven.

Refusal - stopping or reining back before an obstacle. If a horse hesitates without knocking the obstacle down and without reining back, followed immediately by driving cleanly through, the competitor is not penalized. If the stop is prolonged, or if the horse steps back even a single step voluntarily or not, a penalty for disobedience is given.

Circling - competitor crosses his/her own line before an obstacle or before the finish line. If a competitor takes a wrong direction, but corrects before passing through the next obstacle, the competitor will not be penalized, unless the original track is crossed before taking the obstacle. (See Appendix D for example drawings.)

Resistance - a horse is considered to offer resistance if at any time and for whatever reason, it refuses to go forward, turns around, rears, etc.

F) Scoring Cones Course

The competitor's score is based on course penalties, disobedience penalties and time penalties. The competitor with the lowest number of penalty points is the winner. Ties in penalty points between competitors are broken by the fastest time.

All wheels of a turnout must pass through the intended path of the obstacle marker to be driven correctly. If the vehicle straddles a marker, penalty points for disobedience will incur regardless of an actual disturbance. If the entire turnout (horse & carriage) passes outside of the markers and continues on and drives through the next set of cones in the order without successfully completing the missed obstacle, the competitor will be judge off course.

- **Penalty points** may be incurred in the following ways:

For each second over the time allowed, multiply by (0.5) penalty points [i.e. (6) seconds over the time allowed X (0.5) = (3) time penalty points]

Knocking over start or finish marker 5 pts.

Knocking down or dislodging a ball/cone 5 pts.

Break to a canter - (1st, 2nd, & 3rd break of pace) 5 pts.

4th break of pace Elimination.

Failure to start course within (1) minute of signal 5 pts.

Disobedience or groom down 5 pts.

- Causes of Eliminations:

Off Course (includes driving cones backwards)

Exceeding time limit

Failure to carry whip

Breakage of harness or carriage

Outside assistance.

3 refusals

Fall of horse and/or exhibitor

Failure to pass through the start and/or finish cones and/or knocking such cones over.

D) Very Small Equine In Hand Trail

A) Entries are to be shown over and through obstacles at a walk, jog, and or extended trot on a reasonably loose lead, without undue restraint.

B) Horses are to be judged on performance and way of going with emphasis on manners, suitability and appointments.

C) Trail course must be posted at least one hour prior to class at the regular show.

D) Horses are required to be a minimum of two (2) years of age and older to compete.

E) Categories of Suggested Obstacles:

- 1) Overs: Bridge, Water, Single horizontal pole with maximum height of 8 inches, (5) multiple walk-over poles with 6" maximum individual heights.
- 2) Unders: Clothesline with clothes hanging up, Light pole suspended at a minimum height of four inches above the back of the tallest Miniature, Canopy
- 3) Back throughs: Backing through an L. Poles must be at least 12' long, Back around a barrel, a pair of barrels or other visible obstacle.
- 4) Serpentine: Proceed at requested gait, through a pattern such as in and about of a series of poles or pylons. Any gait may be requested.
- 5) Jumps: Individual jump not exceeding 18" if animal only is to go over. Exhibitor goes around jump, Multiple jumps should not exceed 12" in height and should be 4' to 6' apart, If both horse and exhibitor are required to go over the single jump, it should not exceed 12" in height. Ground poles are recommended for all jumps.
- 6) Daily chores
- 7) Negotiate a gate.
- 8) Carry an object from one part of the arena to another.
- 9) Stand horse in circle, ground tie, walk around horse.
- 10) Brush tail.
- 11) Lay a saddle pad, blanket or sheet on entry's back.
- 12) Go through motions of measuring entry's height at the back with a yardstick or tape measurer.
- 13) Load in trailer or chute.
- 14) Control obstacles
- 15) Ground tie and walk around.
- 16) Stand Horse in circle and turn on forehand and/or hindquarters.

17) Side pass either or both directions.

18) Trail In Hand Dimensions

- a. Cones: space 40 inches between each cone.
- b. Walk over poles: space 20 to 22 inches
- c. Jog over poles: 30 inches between each pole
- d. Chutes: 24 to 30 inches wide

F) Scoring Trail-In-Hand

a) Each obstacle should receive an obstacle score and is subject to a penalty that should be subtracted. Each obstacle should be scored on the following basis, ranging from plus 1-1/2 to minus 1-1/2; -1-1/2 extremely poor, -1 very poor, - 1/2 poor, 0 correct, +1/2 good, + 1 very good, +1-1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points.

b) Penalties should be assessed per occurrence as follows:

c) Off course is a disqualification and is defined as:

- 1) Taking an obstacle in the wrong direction.
- 2) Negotiating an obstacle from the wrong side.
- 3) Skipping an obstacle unless directed by the judge.
- 4) Negotiating obstacles in wrong sequence.
- 5) Not following the correct line of travel.
- 6) Back through or around obstacles.

d) Disqualification from entire class for:

- 1) Performing the obstacles other than in specified order.
- 2) No attempt to perform an obstacle.
- 3) Equipment failure that delays completion of pattern.
- 4) Touching the horse on the neck to lower the head or use of free hand to instill fear or praise.
- 5) Fall to the ground by horse or rider.
- 6) Riding outside designated boundary marker of the course.
- 7) Failure to enter, exit or work obstacle from correct side or direction.
- 8) Failure to perform correct line of travel within or between obstacles.
- 9) Third refusal, balk or attempt to evade an obstacle by shying or backing more than two (2) strides away.

e) One-Half (1/2) Point Penalty for:

- 1) Each tick of log, pole, cone or obstacle.

f) One (1) Point Penalty for:

- 1) Each hit of or stepping on a log, pole, cone or obstacle.
- 2) Break of gait at walk or jog for two (2) strides or less.
- 3) Both front or hind feet in a single-stride slot or space.
- 4) Skipping over or failing to step into required space.
- 5) Split pole in lope-over.

g) Three (3) Point Penalty for:

- 1) Break of gait at walk or jog for more than two (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 or plant obstacle or severely disturbing an obstacle.

h) Three (3) to Five (5) Point Penalty (Depending on severity) for:

- 1) Stepping outside the confines of, falling or jumping off an obstacle (back through, bridge, side pass, box, water box) with one foot.
- 2) Five (5) Point Penalty for:
 - a) Dropping slicker or object required to be carried on course.
 - b) First refusal, balk or attempt to evade an obstacle by shying or backing more than two (2) strides away.
 - c) Loss of control or letting go of gate.
 - d) Stepping outside the confines of, falling or jumping off an obstacle (back through, bridge, sidepass, box, and water box) with more than one (1) foot.

j) Five (5) or more penalty points for:

- 1) Blatant disobedience (kicking out, biting, rearing, striking).
- 2) Failure to ever demonstrate correct lead or gait if designated.
- 3) Failure to complete obstacle.
- 4) Second refusal, balk or attempt to evade an obstacle by shying or backing more than two (2) strides away.

E) VSE In Hand Jumper

1. General Rules

All courses for Jumping classes must be posted at least 1 hour prior to the scheduled time of the class.

Judge(s) shall walk Hunter/Jumper course with designer and exhibitors. Horses (exhibitors optional) must cross the line in the proper direction to start and complete the course.

Horses must stay within the course boundaries as outlined by the start and finish cone.

The start and/or finish cones outline the portion of the course in the immediate areas of the starting (first) and finishing (last) obstacles only, not the entire course.

Baiting of horses to encourage an animal to perform any of the jumps is not allowed. Baiting in such class is a disqualification.

Jumper and Hunter horses are required to be a minimum of two (2) years of age and older to compete.

Exhibitors can NOT go over jumps with horse.

Course Design for Jumpers In Hand

Course diagrams must show with arrows the direction each obstacle must be taken.

A start and finish line must be established at least twenty-four (24) feet from the first and last obstacle if possible, indicated by two (2) markers at least four (4) feet apart.

In and outs should be set approximately twelve (12) feet apart.

In-and-out must never be placed at the beginning of the course.

Courses should be tried out so as not to make turns too sharp for an exhibitor or Miniature.

Courses should be attractive, varied, and appropriate to their setting.

Jumps could include brush, triple bar, water, and similar jumps.

Brush jump must have a visible bar on top or beyond.

Jumps for Jumpers:

Will be made of 1-1 ½" schedule 40 PVC piping or other suitable lightweight material with jump cups, not to include pegs, nails, bolts, etc.

The cross bar must be at least five (5) feet in length.

All post and rail jumps must have a ground pole.

Any decorations or jump wings must not protrude more than twenty-four (24) inches from the uprights.

Minimum height for jumps must be eighteen (18) inches and maximum height twenty-eight (28) inches for first jumping round.

Jumpers are scored mathematically, based on faults incurred between the starting line and the finishing line.

Whips are permitted but may not touch the horse. Front leg wraps and/or boots are optional.

Circling once upon entering the ring and once upon leaving the ring is permissible, but not after crossing starting line.

Courses should be attractive, varied, and appropriate to their setting. Jumps could include brush, triple bar, water, and similar jumps.

Brush jump must have a visible bar on top or beyond.

There will be a minimum of four (4) obstacles, with horses to jump a minimum of six (6) jumps and a maximum of eight (8) jumps.

Two (2) markers at least four (4) feet apart and a minimum fifteen (15) feet before the first jump and after the last jump shall indicate the start line and the finish line.

Hunter jumps must simulate those found in the hunting field, such as brush, stonewall, gate, white fence, chicken coop, over, and in and out. In and out is considered one obstacle and scored as such.

Jump-Offs.

Jump-offs are for Jumpers only. The Jump-off will be timed by a stop watch and the horse that has the fastest time and the fewest faults in the Jump off round will be declared the winner. Elimination in a jump-off does not eliminate the horse from final placing.

Jump –offs are to occur for 1st & 2nd place only. Other's to be determined by the judge's discretion.

The jump-offs will be held over the original course.

The number and location of the jumps are to remain the same as well as the path of the course to be taken by the horse (pattern).

No jumps are to be eliminated or lowered.

Individual jumps will be increased not less than one inch and not more than six (6) inches in height for each jump-off. Number of jumps to be raised is at the discretion of the judge.

After the maximum height has been reached with all jumps in a jump-off, any required final tie breaking will be timed on the

course and those times used to determine the placing if there are ties in the number of faults.

The horse with the fewest faults will be declared the winner.

Scoring Jumping In-Hand

In scoring jumpers, an in and out is to be considered as one jump.

Jumpers are to be scored on a mathematical basis and penalty faults include knockdowns, refusals, and eliminations as follows:

Knockdowns - 4 faults

An obstacle is considered knocked down when in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way.

Refusals - Each refusal is 3 faults

Stopping at an obstacle without knocking it down and with out backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps, or circles to retake the fence, a refusal is incurred.

Circling after crossing starting line - 3 faults.

Any form of circle or circles whereby the horse crosses its original track between two (2) consecutive obstacles or stops advancing toward or turns away from the next fence except to retake an obstacle after a disobedience.

Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal) – 3 faults.

A horse that has been penalized for circling cannot then be penalized again for crossing its own path at the same obstacle.

Elimination occurs for the following:

Three (3) refusals

Off course

Fall of horse and/or exhibitor

Touching $\frac{1}{2}$ - 1 fault

Touching of obstacle with any portion of horse's
body behind stifle-1/2 fault

Touching of obstacle with any portion of horse's
body in front of stifle- 1 fault

Touching of obstacle with any portion of handlers
body- 1 fault

Appendix A

THE DANISH JUDGING SYSTEM

ALL 4-H qualifying horse shows must use the Danish System, which rates the performance of competitors compared to a standard. Ratings are excellent, very good, good and fair. These ratings are based upon a numerical score:

Excellent	90 - 100	points
Very Good	80 - 89	points
Good	70 - 79	points
Fair	60 - 69	points

Listed below are examples of rating for a variety of classes that can be used to place classes, as well as in conjunction with the Danish System.

Halter Classes

Every Halter horse should deserve and receive at least a "good-to-very good" rating. A horse rating "fair-to-good" denotes something drastically wrong with conformation, way of going, and/or turnout. *Judges should remember that 4-H'ers who can't afford a top halter horse should not be penalized with "fair" rating if they are doing everything possible with the horse they have.*

Showmanship and Grooming

An "excellent" rating should be assigned to exhibitors with well-groomed horses and proper attire and equipment. A horse/rider combination that commits one error deserves a "good-to-very good" rating. Examples of errors include: not trotting, turning in the wrong directions, not setting up the horse properly, not watching the judge, incorrectly adjusted equipment, and poor grooming. An exhibitor who commits a multitude of errors deserves a "fair-to-good" rating, accordingly.

Equitation/Horsemanship Classes

A high-quality rider who is capable of taking his/her horse through the class requirements without any major problems deserves an "excellent" rating. A rider/horse combination that makes at least one major or several minor faults deserves a "good-to-very good" rating. An exhibitor, who commits several major faults, would receive a "fair-to-good" rating. Major faults include: wrong leads, reversing incorrectly, improper backing and major faults in rider form. Minor faults include: slow response to a gait transition and lesser faults in rider form.

Performance Classes

A high-quality horse that is capable of performing the class requirements without any major problems deserves an "excellent" rating. A horse that exhibits one major or several minor faults deserves a "good-to very good" rating. A horse that commits several major faults deserves a "fair-to-good" rating. Major faults include: wrong leads, improper backing, fighting the bit, and general lack of suitability for the particular class. Minor faults include slow gait transitions and lesser way of going faults. In Western Riding and Reining classes, in order to receive an excellent or very good, horses should be able to complete the patterns executing the required gaits and movements, such as flying lead changes, sliding stops, roll backs and spins. In English Performance classes over fences, in order to receive an excellent or very good, the horse/rider should be able to execute a course of 8 fences without a refusal or knockdown.

Games

A horse and rider that deserve an "excellent" rating have completed the course without a break in gait. The horse has also been able to compete without being unruly prior to starting the course inside the arena. A "very-good" rating is deserved for only minor deviations from normal behavior. A "good-to-fair" rating is for the horse that does not handle the pre-course pressure and is extremely difficult to handle.

Driving

A horse that is responsive to the driver, well mannered, shows no resistance, maintains gaits and executes movements precisely is deserving of an "excellent" rating. A horse/drive that makes at least one major or several minor faults would receive a "fair-to-good" rating. Major faults include: resistance to the bit, lack of suitability to driving, rearing, refusal to go forward, refusal to back, going off course, unsafe equipment. Minor faults may include: holding whip in wrong hand, sitting on wrong side of carriage, not backing in a straight line, inconsistent tempo in gaits, slow response to a gait transition.

Dressage

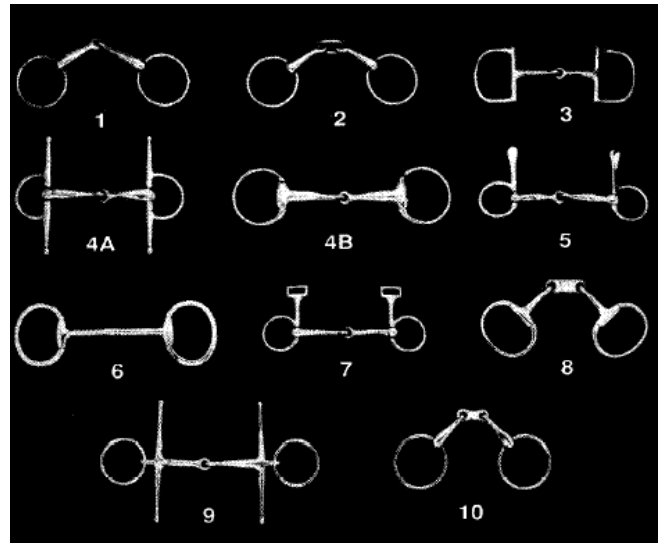
An "excellent" is merited by the horse and rider that complete a test with no major faults such as forgetting a movement or to salute the judge. A "very-good" is given to the rider who has one major or several minor faults. Other major faults include: resistance to bit, unwillingness to move forward, any misbehavior (bucking, rearing, etc.) Minor faults encompass breaks of gait, intermixing of movements, not utilizing entire arena for test movements.

Appendix B

ACCEPTABLE DRESSAGE BITS

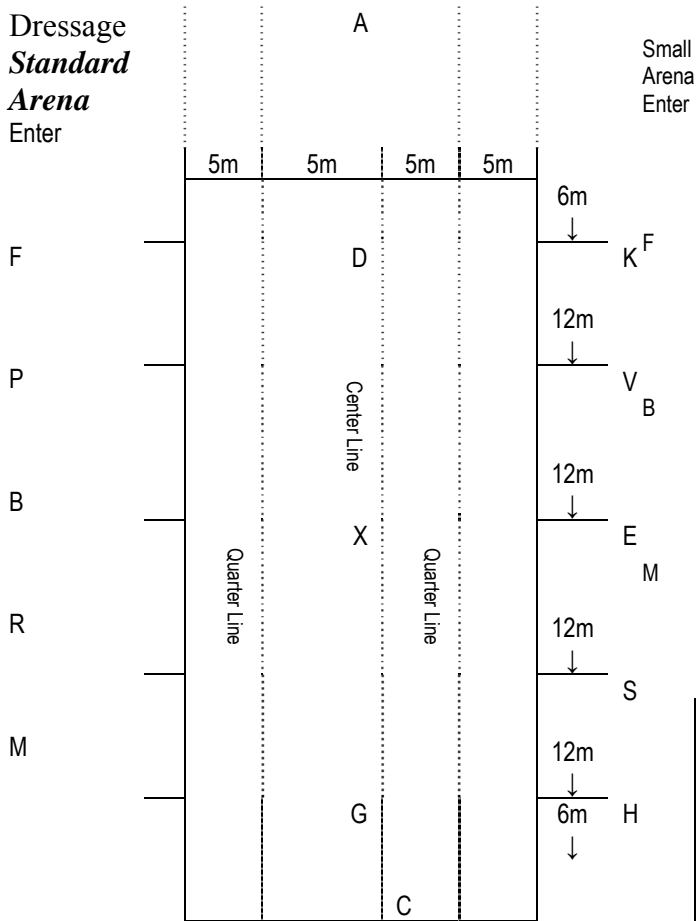
- All bits must be smooth and with a solid surface.
 - Bits must be made of metal or rigid plastic and may be covered with rubber or leather.
 - Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured below.
 - The thickness of the snaffle mouthpiece must be minimum 3/8 inch diameter at rings or cheeks of the mouthpiece.
 - Any bit combining any mouthpiece pictured in the illustration with any cheekpiece pictured in same illustration is permitted.
- type of bit should not vary from those pictured.
- A cavesson, dropped, crossed or flash noseband is allowed.
 - Twisted, wire, flexible rubber, rollers or bits with a port are prohibited.
- Requirements:** Free walk – broken line, Medium walk, Working trot rising, 20 meter circle at E, Halt through walk.

1. Ordinary snaffle with single-jointed mouthpiece.
2. Ordinary snaffle with double-jointed mouthpiece.
3. Racing snaffle (D-ring).
4. Snaffle. A) with cheeks, with or without keepers.
 B) without cheeks (Egg-butt).
5. Snaffle with upper or lower cheeks.
6. Unjointed snaffle (Mullen-mouth).
7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in # 1-6.
8. Dr. Bristol.
9. Fulmer.
10. French snaffle.

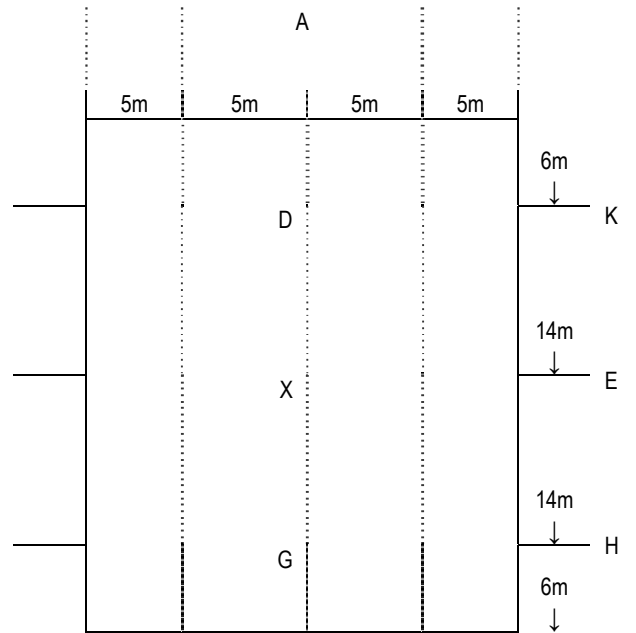


Appendix C

**Dressage
Standard
Arena
Enter**



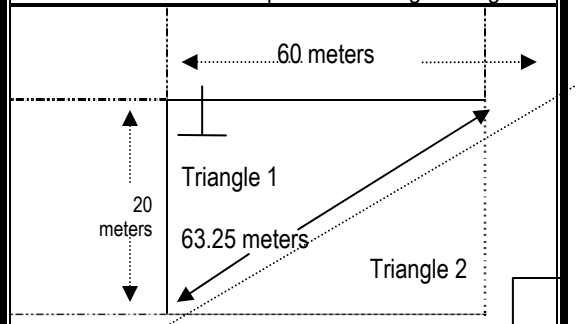
**Small
Arena
Enter**



CONVERSION TABLE

1 meter = 3.281 feet
6 meters = 19.69 feet
10 meters = 32.81 feet
12 meters = 39.37 feet
14 meters = 45.93 feet
20 meters = 65.62 feet
40 meters = 131.24 feet
60 meters = 196.86 feet

1. The standard dressage arena is a rectangle 20 X 60 meters; a small arena is 20 X 40 meters. A rectangle has four right-angled corners & is composed of two right triangles.



2. Determine where you wish to set the first corner & place a stake. Then measure off (20) meters in one directions & (60) meters, (90) degrees in the other directions.
3. Be sure your (60) meter line is straight. Measure from the endpoint of the (60) meter line to the endpoint of the (20) meter line. That distance should be (63.25) meters.

Appendix D

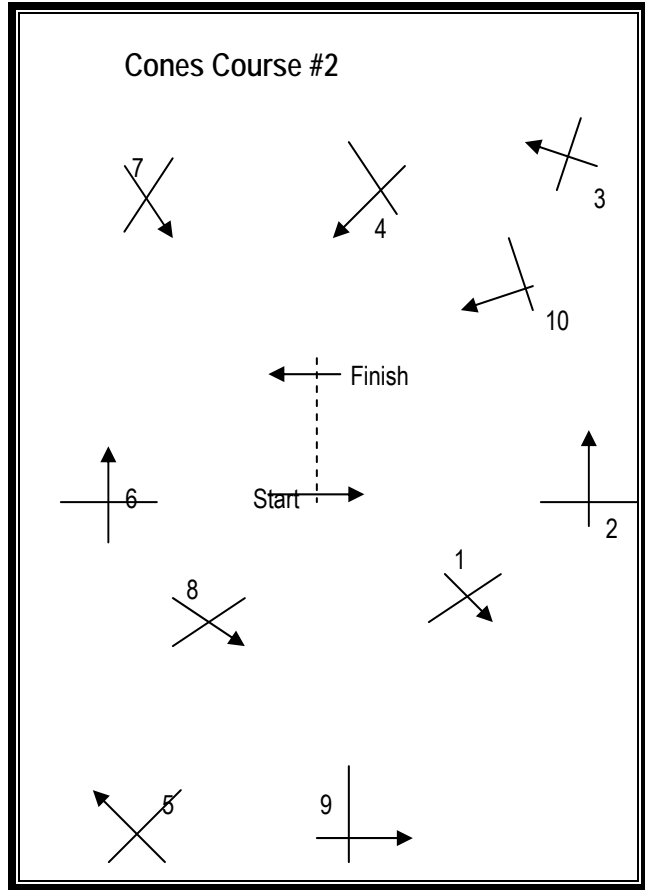
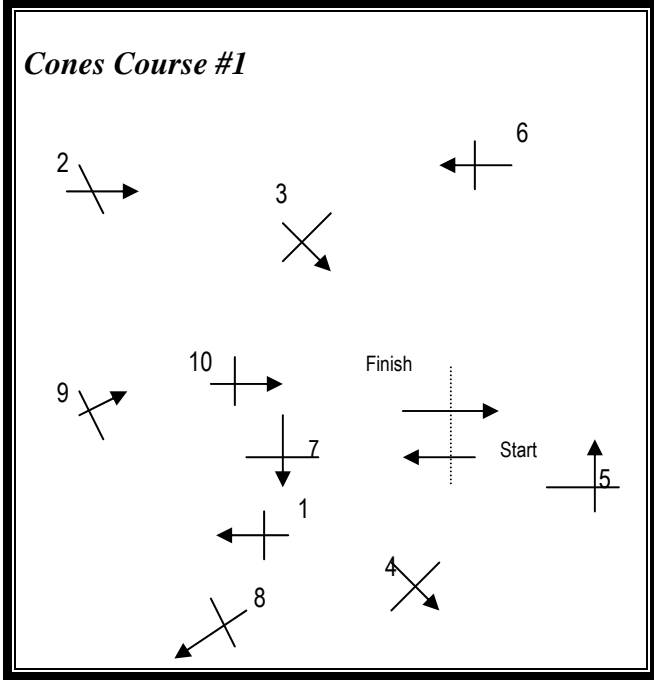
Dressage Faults – Analyzing the Judge’s Comments

- Crooked – this will usually be qualified, e.g. quarters left, or weight on right shoulder.
- Halt Not Square – means that the horse has left a leg back in halt. It can be either a foreleg or a hind leg, usually the judge will say which. Timing & engagement in the transitions is the way to correct this.
- Above the Bit/Outline Not Round Enough – refers to the whole horse, not just the head & neck. The horse will be above the bit because it is not working from the hind legs through a supple back into the rein.
- Over Bent – the front of the horse’s face is behind the vertical & it has dropped the bit. The horse is not genuinely taking the rein.
- Falling In/Wrong Bend/Cutting Corner – instead of keeping the correct bend around the rider’s inside leg, the horse puts its weight on the inside shoulder going round the corner/circle like a motor bike, making it impossible to ride into the corners or ride correctly shaped figures.
- Tilting Head – shows that the horse is not even in the rein contact & puts its nose to one side, indicating some stiffness.
- Leaning On Forehand – horse gives the impression of pulling itself along, heavy in the rider’s hands.
- Short in the Neck – does not refer to conformation but to the horse drawing back from the rider’s hands, tightening the muscles in front of the withers. It also indicates that there is some stiffness & hollowing of the back.
- Running – the horse loses its balance & cadence resulting in short, hurried steps.
- Pacing/Irregular Walk – this means that the horse is not walking in a correct four-time rhythm. It will be severely penalized.

Appendix E

CONES COURSES

(Courses are compressed to fit in the area below. When setting up, course needs to be spread out according to size of arena.)



Appendix F-CONES COURSE SET-UP & SCORING EXAMPLES

Metric Conversion Chart		
When You Know ..	Multiply By.....	To Find
Inches	2.54	Centimeters
Centimeters	0.3937	Inches
Yards	0.9	Meters
Meters	3.281	Feet
Feet	0.3048	Meters
Miles	1.609	Kilometers
Kilometers	0.6214	Miles
Pounds	0.4536	Kilograms
Kilograms	2.205	Pounds

Setting & Measuring the Cones & Number Markers

The figures shown below are circles & are penalized

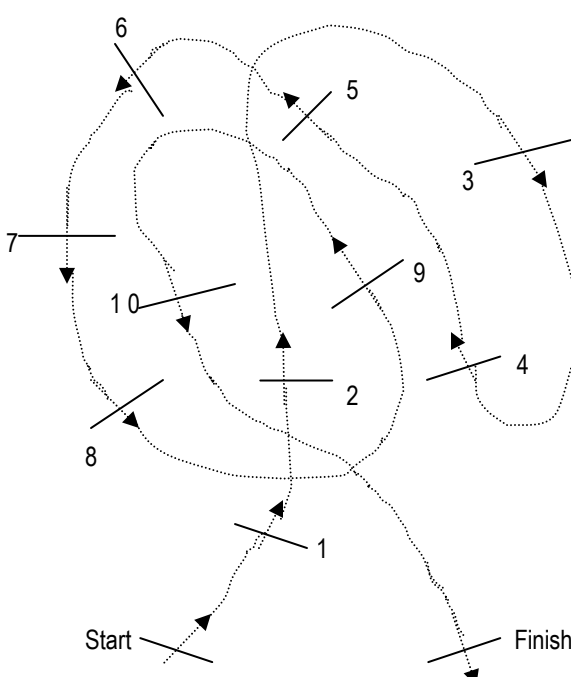
Figure 1

Figure 2

Figure 3

This figure is not a circle & is not penalized

Appendix G- Determining Distance & Time Allowed

1.	Set-up course by placing cones in arena. (This example will use (10) sets of cones). Make sure the cones are the proper distance from the start/finish markers and that there is adequate distance from one set of cones to the next set. Measure the distance between the cones of each obstacle to ensure the proper track width for horses & ponies. (1.8 meters for horses & 1.5 meters for ponies)
2.	Measuring the course: Starting at the "start markers", proceed through each obstacle in the prescribe order (1,2,3, etc.) to the "finish markers". Measure as if the wheel or tape was a carriage. Do not measure a rout that takes short cuts or angles that a carriage could not. If the course is measured in feet, convert the distance to meters by using the conversion chart found earlier in this appendix.
	 <p>The diagram shows a course layout with 10 numbered obstacles (1-10) and start/finish markers. The course starts at a 'Start' marker and ends at a 'Finish' marker. The path is indicated by arrows and numbers 1 through 10, showing a sequence of turns and straightaways. The obstacles are represented by small triangles or lines, and the path is a dotted line connecting them in order.</p>
3.	For this example, the course measured 1,443'6". To convert to meters; multiply the number of feet X .3048 to obtain the # of meters. If inches measure 6" or less, round down to the nearest foot. If over 6" round up to the next whole foot. $1,433.6 \times .3048 = 440 \text{ meters}$
4.	To determine the time allowed, divide the course length by the course speed. Remember the 4-H speeds are 200 mpm for horses & 180 mpm for ponies. (We will use pony speed for this example) $400 \text{ meters} \div 180 \text{ mpm} = 2 \text{ min. \& 44 sec. or 164 sec.}$
5.	To compute the time limit for the course, multiply the "time allowed" by (2). $164 \text{ sec.} \times 2 = 328 \text{ sec. or 5 min. \& 28 sec.}$

Appendix H- Scoring the Cones Course

1.	Looking at the sample score card found on the last page of this book, this is how "competitor #1" would be scored for the following performance:		
	Competitor #1 enters the ring, salutes the judge & precedes through the 'start markers' after the judge blows the whistle. She goes "clean" (no course or disobedience penalties) through obstacles #1, 2, 3, 4, and 5. At #6 a ball is knocked off the cone (5 pts. course penalty). At obstacle #7 the driver circles (5 pts. disobedience penalty) then goes on through the obstacle clean. #8 is clean. At obstacle #9 the pony refuses (5 pts. disobedience penalty), then with urging goes on, knocking down the cone (5 pts. course penalty). The pony breaks into a canter to and through #10 (5 pts. disobedience), leaving both balls in place. The driver gets the pony under control and trots through the 'finish markers'. The time on course was 210.4 seconds.		
2.	Each time a cone or ball is knocked down, a (5) point course penalty occurs. If either balls or cones of an obstacle are knocked down, only (5) course penalty points are assigned. There were knockdowns at obstacles 6 & 9, so the COURSE PENALTY = (10) points.		
3.	Each disobedience in 4-H shows counts as (5) points. This driver has (15) DISOBEDIENCE PENALTIES. (5) points at #7 for circling, (5) points at #9 for the refusal and (5) points at #10 for centering.		
4.	The driver's actual TIME ON COURSE was (210.4) seconds. This time should be rounded up to the next full second to (211) seconds.		
5.	To compute OVERTIME, take the time allowed and subtract from the time on course. <i>211 seconds – 164 seconds = 47 seconds of overtime</i>		
6.	To determine TIME PENALTIES multiply the overtime by (.5) points. <i>47 X .5 = 23.5 time penalties</i>		
7.	To tabulate TOTAL PENALTIES; add Disobedience Penalties + Course Penalties + Time Penalties. Competitor #1's total penalty score for this class is: <i>15 Disobedience + 10 Course + 23.5 Time = 48.5 Total Penalty Points</i>		
8.	To determine Placings in driving, the competitor with the lowest number of penalty points wins. Example:		
	Competitor #	Total Penalties	Placing
	1	48.5	4
	2	26.0	3
	3	10.0	1
	4	18.5	2

Appendix I

English Bit Specifications

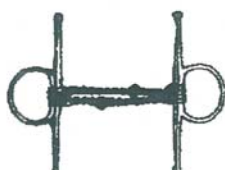
ACCEPTABLE ENGLISH BITS



Slow Twist



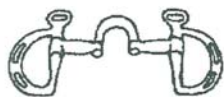
Corkscrew



Double Twisted Wire



Single Twisted Wire



Correction Bit

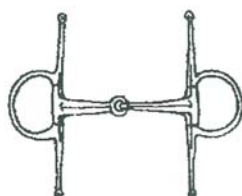


Snaffle Bit with
Connecting Flat Bar

UNACCEPTABLE ENGLISH BITS



Excessive Port

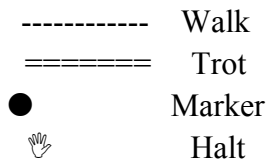


Triangular Mouth

Appendix J

ENGLISH SHOWMANSHIP PATTERN

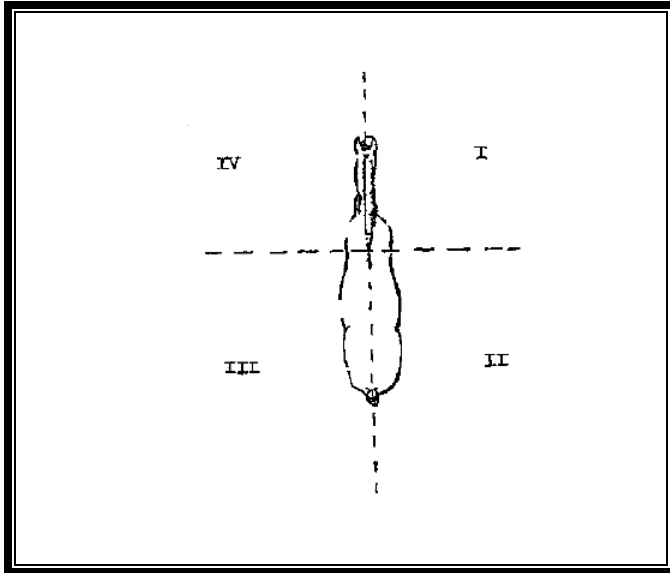
1. Start at cone A
2. Walk to cone B
3. Trot to cone C
4. At C Stop and Set up for Inspection.
5. At Judge's signal, proceed to line-up



Appendix K

GUIDELINES FOR SHOWMANSHIP CLASSES

The following suggested guidelines of movement are meant to serve as an illustration of movement around the horse while showing in showmanship at halter & are for the exhibitor's information. Imaginary lines bisect the horse into four equal parts as seen in the figure below. (Note the quadrants will be numbered I, II, III, IV for ease of identification.) One line runs across the horse just behind the wither. The other imaginary line runs from head to tail. When the judge is in I the handler should be in IV. As the judge moves to II, the handler moves to I. When the judge moves to III, the handler moves to IV. As the judge moves up the horse to IV, the handler returns once more to I. This method is based on safety as the handler can keep the horse's hindquarters from swinging toward the judge should the horse become unruly.



Appendix L

SHOWMANSHIP & GROOMING SCORE CARD		
This performance class shall be judged strictly on the contestant's ability to fit and show in a halter class. The horse's conformation is not to be judged.		
<u>Appearance of Horse</u>		40 points
A	Condition & Thriftiness	(15 points)
B	Grooming 1. Hair coat clean, well brushed 2. Mane, tail, foretop & wither tuft free of tangles & clean. It is prohibited to use any ornaments on the aforementioned. Mane, tail, foretop & wither tuft may be English Braided or Western banded. 3. Hoofs trimmed properly. If shod, shoes must fit properly & clinches should be neat	(15 points)
C	Trimming 1. Stock-type horse manes may be roached, but foretop & tuft over wither must be left. 2. Inside ears may be slipped – no penalty for not clipping. 3. Long hair on jaw, legs & pasterns should be clipped.	(5 points)
D	Tack 1. Tack should be neat, clean & in good repair.	(5 points)
<u>Appearance of Exhibitor</u>		10 points
A	Clothes & person – neat & clean	(5 points)
B	Suitable clothes	
<u>Showing Horse in the Ring</u>		50 points
A	Leading 1. Enter ring leading horse at an alert walk in counter clockwise direction unless otherwise directed by the judge. Walk on the animal's left side, holding the lead shank in right hand, near halter. Remaining portion of lead is held neatly & safely in left hand. A tightly coiled or rolled lead shank will be considered a fault. Animals should lead readily at the walk or trot. 2. After the judge has lined up the class, he/she may call on each exhibitor to move individually. When moving the horse, be sure the judge gets a clear, unobstructed view of the horse's action. Allow the horse sufficient lead so it can move freely in a straight line. Lead from the left side of the animal. To turn, stop & turn to the right around the horse.	(15 points)
B	Posing 1. When posing, stand toward the front, facing the horse, but not directly in front, and always in a position where you can see the judge. 2. Pose horse with its feet squarely under the body. Do most of the showing with the lead shank. Never kick a horse's leg into position. 3. Do not crowd the exhibitor next to you when lined up side-by-side or in front of you when head-to-tail. 4. When the judge is observing other horses, let your horse stand if posed reasonably well. 5. Be natural; over-showing, undue fussing & maneuvering are objectionable.	(15 points)
C	Poise, Alertness & Merits 1. Keep alert, & be aware of the judge at all times. Don't be distracted by persons or things outside of the ring 2. Show your horse at all times, not yourself. 3. Respond quickly to requests from the judge & officials. 4. Be courteous & sportsmanlike at all times. 5. Quickly recognize & correct faults of your horse. 6. Keep showing until the entire class has been placed & excused from the ring.	(20 points)

Appendix M

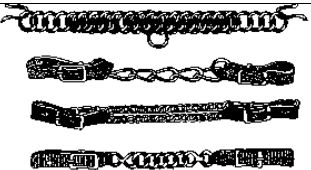

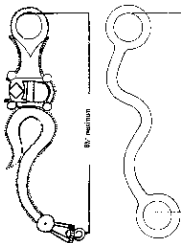
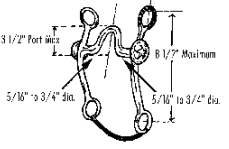
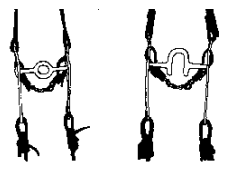




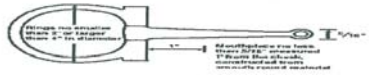
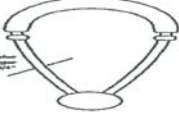
WESTERN BIT SPECIFICATIONS

A. Snaffle Bits

In references to *snaffle bits* in western performance classes means the conventional O-ring, egg-butt or D-ring with a ring not larger than 4". The mouthpiece should be round, smooth & unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16" in diameter, measured one inch in from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" (measured top to bottom, with a maximum length of 2"), which lies flat in the horse's mouth is acceptable.

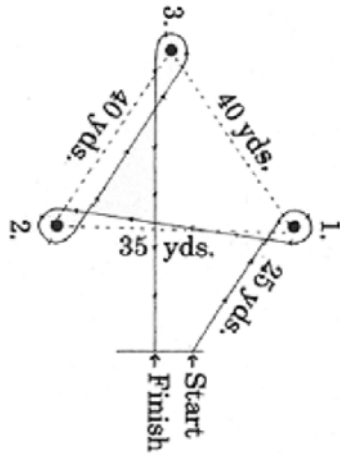
B. Curb Bits

Reference to a bit in western performance classes means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes: The maximum shank length is 8 1/2", to be measure as indicate in this appendix. Shanks may be fixed or loose. The mouthpiece should be round, smooth & unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16" in diameter, measured one inch in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" (measured top to bottom, with a maximum length of 2"), which lies flat in the horse's mouth is acceptable. The port must be no higher than 3 1/2" maximum, with rollers & covers acceptable. Broken mouthpieces, half-breeds & spades are standard. Slip or gag bits, and donut or flat polo mouthpieces are not acceptable.

<p>Acceptable Curb Chains & Chin Straps</p> 	<p>Port Height & Bar Measurement</p> 
<p>Correct method of measuring overall bit length. A vertical line from the upper most part of headstall slot to the rein ring.</p>  <p>Western Bit Measurement Sites</p> 	<p>Illegal Western Bits</p>  <p style="text-align: center;">Donut Bit Prong Bit</p>
<p>7. A bit cannot be physically or mechanically altered to increase the severity of its use and may be eliminated at the discretion of the judge. 8. A bosal without reins attached and used as a noseband is prohibited. A bosal (noseband) should not be confused with a bosal cinch, which has reins attached and is used as a standard rawhide hackamore.</p> <p>FIGURE #1</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>O-Ring Snaffle Bit</p>  <p>Eggbutt Snaffle Bit</p>  <p>D-Ring Snaffle Bit</p> </div> <div style="text-align: center;">  <p>Rawhide Bosal</p> <p>A bosal may also be used</p> </div> </div> <p>FIGURE #2</p>  <p>FIGURE #3</p>  <p>E. ATTIRE</p> <ol style="list-style-type: none"> 1. In all western classes it is mandatory to wear appropriate western attire which includes pants (slacks, trousers, jeans, etc.), long-sleeved shirt with collar (band, standup, tuxedo, etc.), western hat and cowboy boots. <ol style="list-style-type: none"> a. Chaps are optional at ApHC-approved shows but are mandatory at ApHC-sponsored shows, except as stated in 1 and 2 below: <ol style="list-style-type: none"> 1. In leadline and all games classes, chaps are optional as a western requirement at all ApHC shows. 2. Chaps are required in cutting and optional in all other cat-eg-ory classes. 	

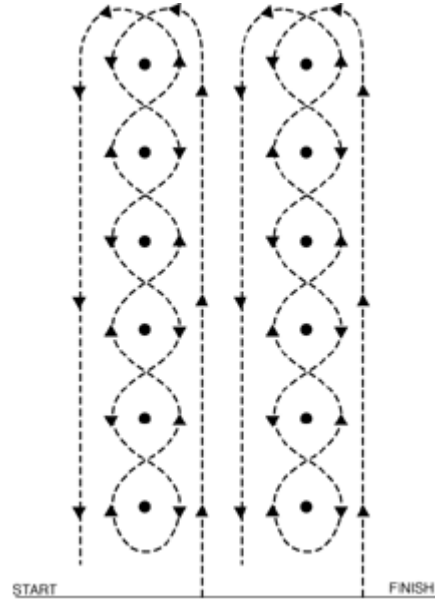
Appendix N

Barrel Racing



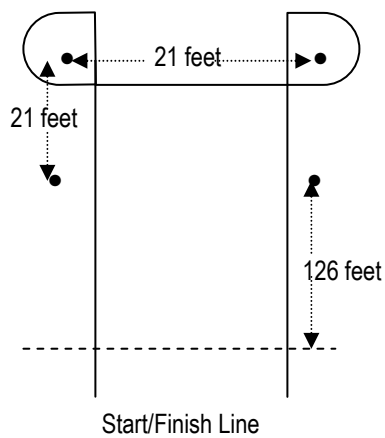
Pattern can be run in either direction *

Pole Bending



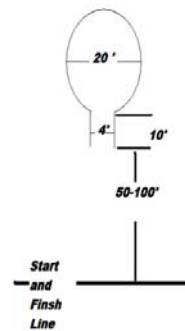
* Poles are set at a distance of 21' apart and 21' between the first pole and start/finish line

Bow Tie Race



** Pattern can be run in either direction

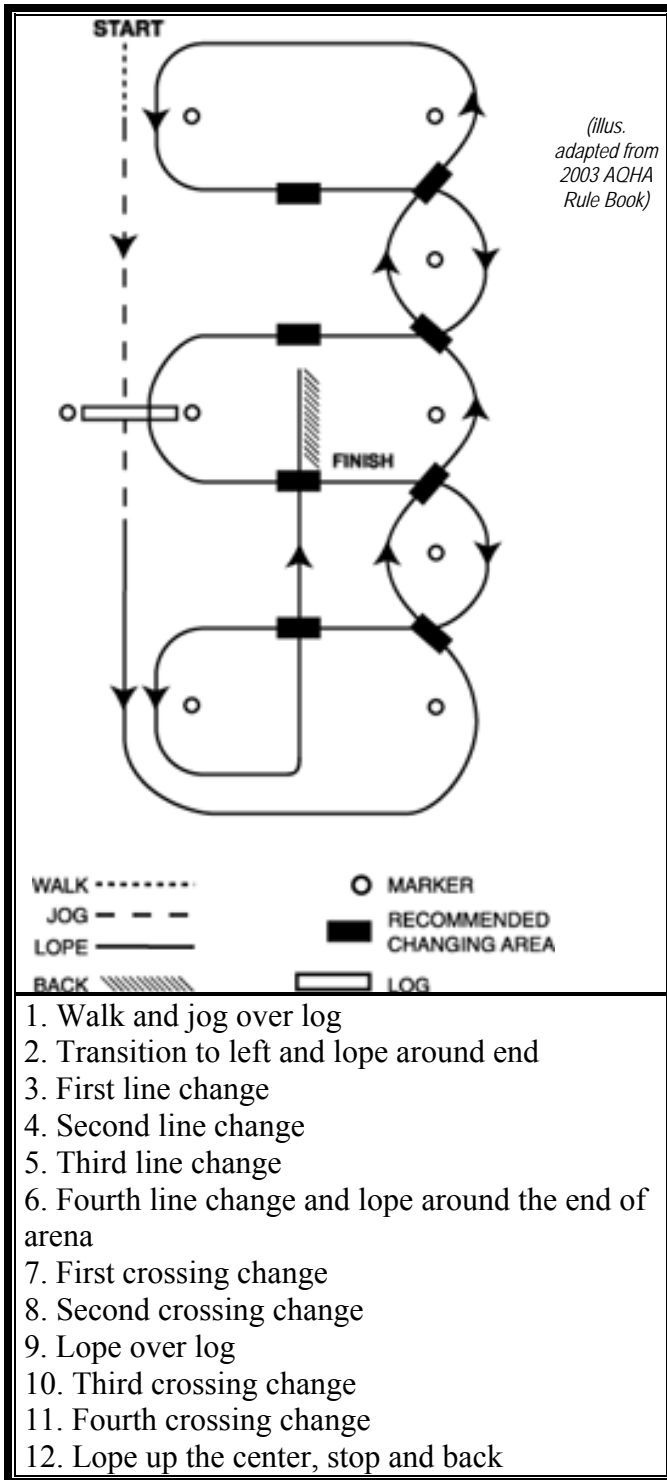
Key Hole Race



All Measurements are in Feet

Appendix O

WESTERN RIDING PATTERN #1



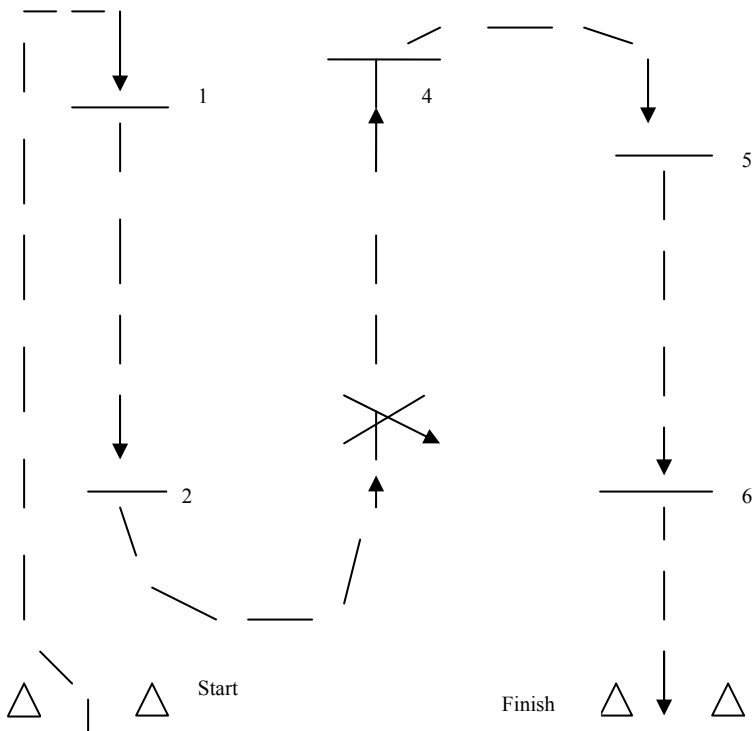
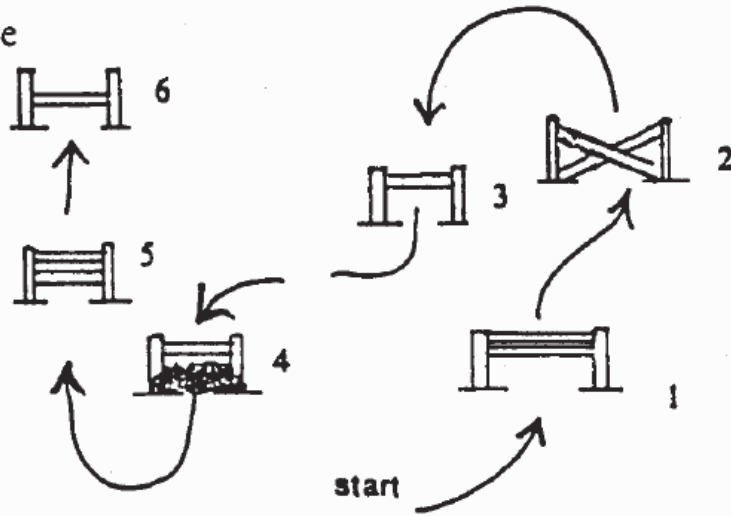
Appendix P

Trail Obstacles

<p>Variations of Side Pass</p> <p>Sidepass right, turn right, sidepass left.</p> <p>5'-6"</p> <p>3' 3'</p>	<p>20-24"</p> <p>Raised object (no more than 12 inches.)</p> <p>Variations of Side Pass</p>			<p>20-24"</p> <p>Raised object (no more than 12 inches.)</p> <p>Variations of Side Pass</p>
<p>Variations of Side Pass</p> <p>20-24"</p> <p>Front feet inside or back feet inside.</p>	<p>Variations of Side Pass</p>	<p>Walk Over</p> <p>18-24"</p>	<p>Trot Over</p> <p>3'-3'6"</p>	
<p>Variations of Side Pass</p> <p>22-24"</p>	<p>Variations of Side Pass</p>	<p>Walk Over</p> <p>20-24"</p> <p>Pick Way Through</p>	<p>Walk Over</p> <p>20-24"</p> <p>Curved</p>	
<p>Variations of Side Pass</p>	<p>Variations of Side Pass</p>	<p>Back Through & Around (3) Markers</p> <p>36" - 40"</p> <p>3' - 4"</p>	<p>Lope Over</p> <p>6' - 7'</p>	
<p>Variations of 'L' Back Through</p>	<p>Variations of 'L' Back Through</p>	<p>Back Through & Around (3) Markers</p> <p>3' - 4"</p>	<p>Back Through & Around (3) Markers</p> <p>36" - 40"</p>	

Appendix R
Very Small Equine Jumper/Hunter In Hand

Sample
 Jumper Course



Appendix S Description of Hunter Under Saddle Classes

Hunter Type Hunter Under Saddle- Horse and Pony-

2011 United States Equestrian Federation Rulebook

Hunter Division, Page HU 19

HU138 Under Saddle and Hack Classes.

In Under Saddle and Hunter Hack classes, horses are shown at a walk, trot and canter both ways of the ring. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively, one way of the ring. No more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound.

Pleasure Type Hunter Under Saddle- Horse and Pony-

2011 American Paint Horse Show Association Rulebook

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MOVEMENT TO PURPOSE.

This class will be judged on performance, condition and suitability to purpose as described herein. Hunter Under Saddle horses should be attentive and natural in their gait. Emphasis shall be placed on manner, movement and attitude. Hunter Under Saddle horses should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits is a major consideration. Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on, the vertical. Horses should be serviceably sound.

FAULTS.

1. To be scored according to severity:
 - a. Quick, short or vertical strides.
 - b. Being on the wrong lead and/or wrong diagonal at the trot.
 - c. Breaking gait.
 - d. Excessive speed at any gait.
 - e. Excessive slowness in any gait, loss of forward momentum.
 - f. Failure to take the appropriate gait when called for.
 - g. Head carried too high.
 - h. Head carried too low (such that poll is below the withers).
 - i. Over flexing or straining neck in head carriage so the nose is carried behind the vertical.
 - j. Excessive nosing out.
 - k. Failure to maintain light contact with horse's mouth.
 - l. Stumbling.
 - m. If a horse appears sullen, dull, lethargic, emaciated, drawn or overly tired.
 - n. Consistently showing too far off the rail.