

GBH092
(Revised)

North Dakota 4-H Horse Show Rules and Judging Guide



NDSU

EXTENSION

Revised MAY 2020

By the North Dakota 4-H Equine Advisory Committee

This book belongs to

Name _____

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County _____

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North Dakota 4-H Horse Show Rules and Judging Guide

Statement of Authority

This rulebook is compiled and revised by the North Dakota State 4-H Equine Committee, which consists of agents, professional horsemen and volunteer leaders representing all areas of the state in cooperation with the North Dakota State University Extension Center for 4-H Youth Development.

The state 4-H youth development specialist is entrusted by the Center for 4-H Youth Development at NDSU with the responsibility of interpreting these rules and ensuring the adherence of said rules. In the case of county and area shows, this authority may be delegated to the show management of said shows.

Acknowledgments

Information was compiled from NDSU 4-H horsemanship publications, the American Quarter Horse Association, U.S. Equestrian Federation, Indiana Cooperative Extension Service, Nebraska Cooperative Extension Service, Minnesota Cooperative Extension Service, South Dakota Cooperative Extension Service and Florida 4-H Horse Program.

2018 revisions made by the North Dakota 4-H Equine Advisory Committee: Leigh Ann Skurupey, Tara Swanson, Breana Kiser, Paige Brummund, Rylan Sundsbak, Scott Flach, Robin Barnes, Kelsie Egeland, Julie Hassebroek, Rachel Wald, Sara Clemens, Kay Poland, and John Hovde.

This manual is intended as a guide for 4-H leaders, Extension agents, show managers and other individuals planning and conducting 4-H horse shows in North Dakota. This handbook of rules is intended to establish uniform regulations and procedures in 4-H horse shows and events throughout North Dakota. **These rules will govern the North Dakota Area and State 4-H Horse Show. We highly recommend that 4-H county shows adopt this rulebook to govern the operation of their shows.** Use this as a guide to learn about horse shows, setting up classes, establishing show rules and general show management. Guidelines such as age divisions are established for the North Dakota State Fair and may be adjusted to fit the situation at county 4-H horse shows. Words that are included in the glossary are printed in ***bold, italic letters*** the first time they appear in the text. An edited rule will be **bolded and highlighted in gray**.

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4-H Rule Change Proposal

The North Dakota 4-H Equine Advisory Committee wants to hear any suggestions you have to make the North Dakota 4-H Equine Programs and services reach their fullest potential.

We know that our 4-H members and equine enthusiast are vital to the 4-H Program and have been influential in shaping the program. The opportunity to propose new rules or changes allows members to voice their ideas and help continue to improve the North Dakota 4-H Horse Program.

If you are a 4-H member, parent of a 4-H member, 4-H volunteer, or involved in 4-H through another capacity, you can submit a suggestion for a rule change for the North Dakota 4-H Horse Show Rules and Judging Guide. All proposals are due by September 1 of each year. Member submitted rule changes and suggestions will be reviewed for the following year.

To submit a rule-change or proposal please:

1. Download a rule-change proposal form on the Center for 4-H Youth Development website under Program & Events > State 4-H Contests > Horse Events > “ND 4-H Horse Judges Certification.”
2. Define the problem & develop as many possible solutions as you can by asking others for input.
3. Choose one possible solution that appears to be the most appropriate and that fits the mission and goals for 4-H.
4. Determine if any other rules would be affected if your proposal is adopted, and specify the rule and page numbers.
5. Submit proper wording for a proposed rule change by typing or neatly printing the exact wording being proposed. If you propose changes to existing language, strike through the words you propose to delete. Type on **bold** and *italics* the words you propose to add.

All proposals must be received by Sept. 1 for consideration in the following year’s rulebook. Email rule-change proposal form to Leigh Ann Skurupey at leighann.skurupey@ndsu.edu or send it to North Dakota State University, ATTN: Leigh Ann Skurupey, NDSU Dept 7630, PO Box 6050, Fargo, ND 58108-6050.

4-H Horsemanship Project

Philosophy

The purpose of the North Dakota 4-H horsemanship project is to provide young people with an opportunity to participate in a series of equine activities designed to improve citizenship, sportsmanship, horsemanship, character, competitive spirit, discipline and responsibility while creating an atmosphere for learning and awareness. Horsemanship, in the broadest sense, is an important facet of the North Dakota 4-H horse program, but the horse is just a tool to be used in the development and education of our youth to make better citizens, increase their knowledge in a particular subject matter and inspire them to explore other areas.

The 4-H Horsemanship project will help young people learn the importance of safety, ethics and the welfare of a horse. Horsemanship includes feeding, grooming, stable management, maintenance, health, disease prevention, and care and maintenance of tack. Leaders and project helpers work with youth to emphasize all parts of horsemanship. When thinking about the 4-H horse program and its purpose, consider the potential that participation in horse judging, hippology, public speaking, demonstrations and horse quiz bowl has in helping achieve said goals.

Project Goals

1. Learn about leadership and sportsmanship.
2. Develop responsibility, initiative and self-reliance.
3. Take pride in owning an Equidae and the responsibility in management, welfare and ethical treatment.
4. Develop an appreciation of horseback riding as a form of recreation.
5. Learn and practice skills in horsemanship.
6. Understand the business of breeding, raising and training horses.
7. Know safety precautions to prevent injury to riders and others.
8. Learn to love and respect animals and develop a humane attitude toward them.
9. Encourage participants to continue their equine education.

4-H Membership

Any individual who is 8 years old by Sept. 1 is eligible to join a 4-H club. Any participant who becomes 19 before Sept. 1 is not eligible for 4-H membership or participation.

Class/age divisions are as follows:

8 to 11 - Junior

12 to 14 - Intermediate

15 to 18 - Senior

Age requirements are flexible for special circumstances involving youth or adults who have learning disabilities or other special needs.

Horse Ownership and Training

1. All Equidae are eligible for a project. Height classifications may be a division point between classes.
2. Members must have managing control of their horse project. “Managing control” means overseeing proper feeding, grooming, exercising, training and stall management, and the member must have free access to the use of the horse at all times.
3. A family-owned or joint-ownership horse may be managed jointly by members. However, a horse may be exhibited only once in any lot (each age division is a separate lot). Once a horse has been exhibited, it cannot be exhibited again in the same class/lot during the show.
4. A 4-H member enrolled in the 4-H Horsemanship project must have managing control of the horse by **May 1**. The horse may be owned, rented, leased or borrowed for use as a 4-H project. If the horse is not owned, the legal owner must provide a written statement guaranteeing that the 4-H member has managing control of the animal by **May 1**. This statement is kept on file in the Extension office in the county of enrollment. A copy of this lease agreement must be presented to Horse Show Superintendents at the North Dakota State Fair at check-in.
5. A 4-H member may exhibit up to three horses for the 4-H Horsemanship project per year. Yearling to Maturity and Ranch Horse project horses are in addition to the “three-horse” limit. Counties may offer these projects. For Green Horse Project refer to publication GBH156. Should space or time be an issue, show management reserves the right to limit the horses to be exhibited to two.
6. Exhibitors must receive a blue ribbon at a qualifying county 4-H show in each event they wish to participate in at the State Fair 4-H Horse Show.

The Danish Ribbon System

The Danish System of judging is designed to give 4-H’ers a feel for their level of execution in a specific class. This system is defined as a method of evaluating a participant’s product, skill or exhibit relative to the standards developed for that class or contest. The Danish system is not used to judge exhibitors against the other participants. Judging against a standard is designed as an educational tool, which highlights areas of success and topics that may need improvement. This allows 4-H members to be recognized for their hard work, as well as helps young people recognize the need to improve their skills and to “make the best better.”

How to Use

After the evaluation of each exhibitor in a class, the entire class is subdivided into three groups according to the quality and merit of each performance relative to the rules and guidelines within this manual.

The 3 Groups of Ribbons



Blue – excellent; exhibitor most nearly meets the standard (does not indicate perfection). Minor faults corrected immediately.



Red – good; relative to pre-established standards, a few specific shortcomings have been identified. Major and minor faults occur.



White – fair; many improvements are needed for exhibitor to meet the pre-established standards. Exhibitor completed class incurring major, minor and severe faults without much attempt to make a correction; including a disqualification.

The North Dakota 4-H horse program chooses to use the Danish Ribbon System to qualify 4-H'ers for the State Fair competition. This ensures that the state show maintains a high level of competition but does not restrict it to participants that were placed based on peer competition. The North Dakota 4-H horse program believes the Danish Ribbon System is an educational opportunity and fair assessment of the individuals' performance as long as it is enforced uniformly. Judges are expected to know and understand the Danish Ribbon System guidelines thoroughly and direct any questions to show management.

General Horse Show Rules

1. Rules in this manual will have precedence over all other rules. American Quarter Horse Association (AQHA) rules will be used for any rules not covered in this manual. Rulebooks are available on the AQHA website: www.aqha.com.
2. An exhibitor engaging in unsportsmanlike conduct will be dismissed from the class. No ribbon will be awarded.
3. Drugs and medications: The International Association of Fairs and Expositions (IAFE) national code of show ring ethics will be followed by all horse exhibitors at the North Dakota State Fair. This code includes the following statement: At any time after an animal arrives on the State Fair premises, all treatments involving the use of drugs and/or medications shall be administered by a licensed veterinarian.
4. The exhibitor is responsible for errors on the entry blanks. A horse entered in the wrong class may be transferred to its correct class prior to the start of the event.
5. Any unnecessary whipping, jerking of the reins, talking, noise making, slapping or any other action will be considered a fault and scored accordingly.
6. Only mares and geldings may be shown (weanling stud colts allowed).
7. The age of the horse is computed by calendar year starting Jan. 1 of the year foaled. For example, if a horse is foaled in 2005, it becomes a yearling as of Jan. 1, 2006.
8. Tails may be lengthened by hair-to-hair attachment. Alteration of tail movement by any means (surgical, chemical, etc.) is prohibited.
9. Exhibitor numbers must be clearly visible. If worn on the back of the exhibitor, the number must be pinned on the top and bottom. If displayed on the saddle pad, a number must be on each side. Exhibitors without numbers will receive no higher than a white ribbon.
10. For all pattern classes, patterns should be posted a minimum of one hour prior to the start of the class.
11. For equitation over fences and hunter hack, contestants should be allowed a practice jump in the warmup area or prior to the start of the class.
12. Unruly horses will be dismissed at judges' or show management discretion.
13. Exhibitors should be prepared and waiting at the gate for the start of their class. Three calls will be made and the gate will be closed. Once the gate is closed, exhibitors will not be allowed to enter.
14. An American Society for Testing and Materials (ASTM) helmet with harness securely fastened must be worn when mounted at all times (inside and outside of arena).
15. Read 4-H Division 14 Project: Horsemanship in State Fair Exhibit List.

Tack and Attire

Exhibitors and judges should bear in mind that all entries are being judged on ability and performance, not on personal appearance. However, judges must penalize participants who do not conform to the tack and attire rules of 4-H. This includes dress code, helmet rule and legal equipment described for all classes. Participants not conforming to the dress code outlined below will be dismissed from the class.

All tack needs to be clean, neat, in good repair and properly adjusted. Tack that is considered to be legal for the various 4-H classes and rules on proper 4-H apparel are listed under each specified class.

Showmanship at Halter

1. Horses may be shown with western or English tack or attire. A **clean, appropriately fitted** halter with an appropriate lead is required.
 - a. Western: horse should be shown with a halter and lead shank. Chains under the chin is **preferred rather than over the nose. Chain should run through the left ring of the halter by the lower jaw, under the jaw, through the right lower ring and clipped directly to the right ring below the eye with the clip facing outward. It is preferred that the chain is cut to clip directly to the ring, however, doubling back to clip the chain to itself on the right side of the horse's head is permitted.**
 - Never hold on to the shank (chain).
 - Right hand should be on the lead at all times. Never switch hands.
 - Left hand should have the tail of the lead coiled in large loops or nicely folded. NEVER have small coils as your hand/wrist could become severely injured should the horse spook.
 - b. English (hunter type): horse should be shown with a halter and lead shank or a bridle and reins. **If a halter is used, halter and chain should be fitted and attached as mention in "a" for western.**
2. Western hats and hunt seat hats may be substituted for a helmet in showmanship classes only.
3. Spurs are not permitted.

Western

Performance Tack

1. Silver or fancy equipment shall not count more than good working equipment.
2. Horses shall be shown with a stock saddle.
3. Whenever this manual refers to a **curb** bit in western performance classes, it means use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical devices and are considered a standard western bit. Shanks, fixed or loose, are to be 8½ inches maximum in length. Mouthpiece bars must be round, oval or egg-shaped, smooth and unwrapped metal of 5/16 to 3/4 inch in diameter, measured 1 inch from the cheek. They may be inlaid but must be smooth or latex-wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouthpieces (Figure 2). The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1¼ inches or less in diameter, or a connecting flat bar of 3/8 to 3/4 inch measured top to bottom with a maximum length of 2 inches, which lies flat in the horse's mouth is acceptable. The port must not exceed 3½ inches. Rollers and covers are acceptable. See Figure 1 for measurements.
4. When a curb bit is used (regardless of the age of the horse), only one hand is permitted on the reins (see Figure 4).

5. When a curb bit is used, a curb strap or chain is required (see Figure 3).
6. The curb chain/strap must be a minimum of 1/2 inch wide and lie flat against the jaw. The curb chain/strap may be leather, double-linked flat chain or extra-wide flat hunter-type single link chain. No other metal/wire is permitted under the jaw, regardless of how padded. Legal curb chains/straps are shown in Figure 3.
7. Whenever this rulebook refers to a **snaffle** bit in western performance classes, it means the use of a smooth snaffle bit (no shanks). The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid but smooth or latex-wrapped. A snaffle may have a D-ring, O-ring or eggbutt cheek piece no larger than 4 inches in diameter. The inside circumference of the ring must be free of rein, curb or headstall attachments that would provide leverage. The bars must be a minimum of 5/16 inch in diameter, measured 1 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 inches or less in diameter, or a connecting flat

Figure 1. Legal Bit

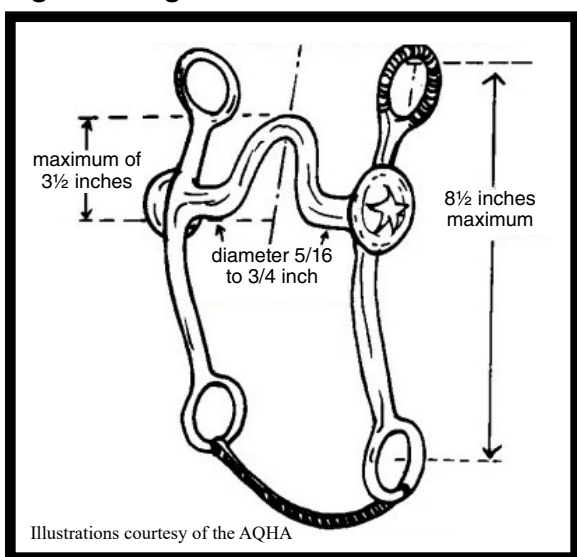
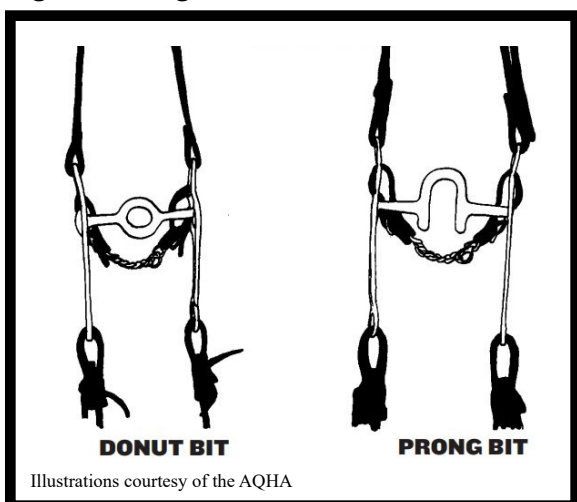


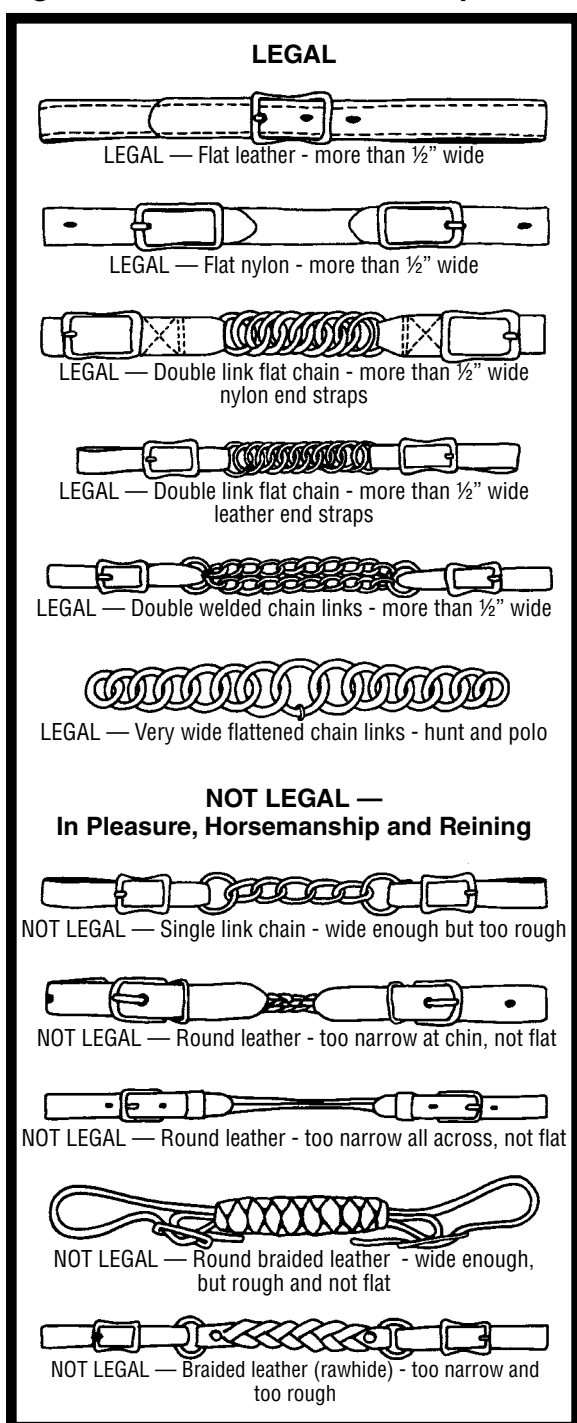
Figure 2. Illegal Bits



bar of 3/8 to 3/4 inch measured top to bottom, with a maximum length of 2 inches, that lies flat in the horse's mouth, is acceptable. A loose chin strap of leather or nylon must be attached below the reins. Split reins must be used with two hands on the reins. See illustration of acceptable snaffle bits and hand positions in Figure 4.

8. Whenever this manual refers to *bosals*/rawhide or leather *hackamores* (excluding mechanical hackamores) in western performance classes, it means the use of a flexible, braided rawhide or leather bosal, the core of which may be rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws regardless of how padded or covered. A minimum

Figure 3. North Dakota Curb Straps

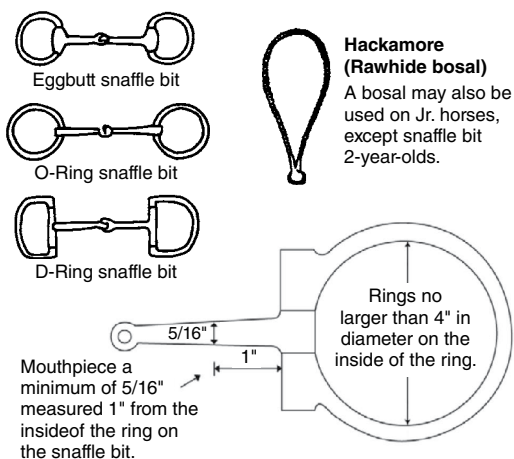


of one finger space (approximately 3/4 inch) must be between the bosal and animal's nose. A hackamore/ bosal must use a complete mecate rein, which must include a tie-rein. Bosals must be used with two hands on the reins. See illustration of bosal and acceptable hand position in Figure 4. This description does not refer to a mechanical hackamore. Horse hair bosals are prohibited. Bosals or nosebands are not permitted with a bit.

9. **Junior horses** are 5 years old or younger and **senior horses** are 6 years old or older.
 - a. Junior horses (5 years old or younger) may be shown in a snaffle bit, bosal, curb bit, half-breed or spade bit.

Figure 4. Acceptable Snaffle Bits and Hand Positions

Typical examples of acceptable bits or bosal



Hand and rein positions when riding two-handed.

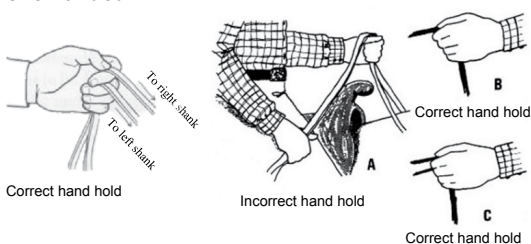


Acceptable hand positions.



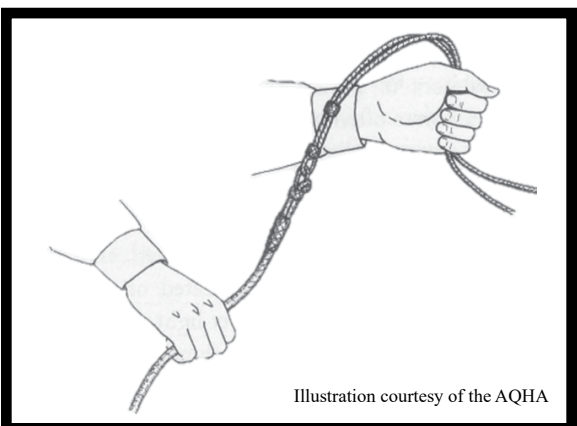
These hand positions should be severely penalized (unacceptable).

Split rein hand hold positions when riding one-handed.



- b. Senior horses (6 years old and older) may be shown **only** in a curb bit, half-breed or spade bit with one hand on the reins.
10. Split reins or closed, braided reins (a **romal**) are required in Western classes. (Exceptions: Timed events or when riding a junior horse with a snaffle bit or bosal). Reins are to be held in one hand and not to be changed except in trail, in which changing hands is permissible when negotiating an obstacle, such as the gate. Split reins must fall on the same side as the rein hand. The hand is to be around the reins. Only one finger is permitted between split reins.
 11. Fingers between reins are not permitted when using a romal. The hold is similar to making a fist, as shown in Figure 5. The extension of the romal reins should be held in the free hand, with approximately 16 inches between the reining hand and free hand holding the romal (Figure 5). The romal shall not be used forward of the cinch or used to signal or cue the horse in any way.
 12. In **horsemanship, western pleasure, ranch riding, reining or trail classes**, mechanical hackamore bits, gag bits, unorthodox or severe mouthpieces or pressure headstalls are not permitted.
 13. In **timed events only**, mechanical hackamore and gag bits are permitted in addition to those listed previously and, if used, must have enough play to permit two fingers to pass between the chin and curb strap/chain. Closed braided reins (roping reins) may be used with any type of bit or hackamore. Tie-downs and martingales are permitted. Bats can be used.
 14. Tie-downs used in speed events must be leather, flat nylon or rope a minimum of 3/8 inch in diameter. Bonnets (tie-down that goes over the poll and/or across the forehead) are permitted for speed events only and must be made of rope, flat nylon webbing or leather only (minimum of 3/8 diameter).
 15. Martingales and draw reins are permitted for speed events only. However, martingales used with curb bits must have rein stops. Draw reins may not be attached between or around the front legs.
 16. Judges may prohibit the use of any bit or equipment they consider inhumane or giving a horse/rider an unfair advantage.

Figure 5. Acceptable Romal Hand Hold Position



Acceptable for riding



Unacceptable for riding



Photos courtesy of Valley Vet Supply

17. Protective boots will be allowed in ranch riding, reining, timed events and equitation over fences. The use of slip-on (easy care) horse boots or related footwear are not considered protective boots and are permissible to be worn in all classes. They must be suitable for riding for safety purposes. See examples below. Please research intended use carefully for the boots you use. Do NOT confuse shipping, therapeutic or relief boots with work-out/riding boots.

Western Attire

1. Protective head gear (ASTM-approved equestrian helmet) is required in all mounted events. If you do not wear a helmet, you will not be permitted to participate. Helmets must be fastened when mounted.
2. Shirts and blouses must be long-sleeved, solid white with a collar.
3. Dark blue denim or black jeans (or pants) must be worn and a belt is required. Jeans must be untucked from boots while competing.
4. Hard-soled boots with less than a 1/8-inch tread are required.
5. The 4-H emblem must be worn on the front, left side, of the shirt.
6. Spurs are allowed, but must be dull, blunt or have a free-moving rowel.

Prohibited

Chaps and spurs in showmanship.

Special Note

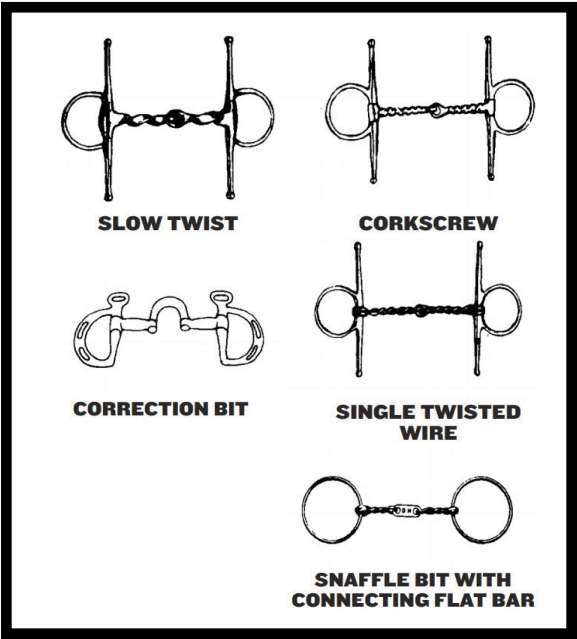
Additional optional and prohibited attire and/or equipment pertaining to specific classes are noted in the rules for that class.

English

Performance Tack

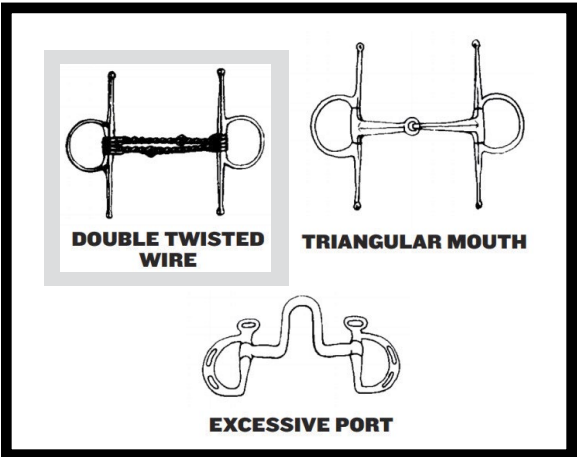
1. English saddles of the forward or *hunt seat* type are required. Knee inserts on the skirt are optional.
2. Regulation snaffles (no shank), *kimberwicks*, *pelhams* and *full bridles* (with two reins), all with *cavesson* nose bands, are required.
3. In reference to the mouthpiece, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces must be 5/16 to 3/4 inch in diameter and measured 1 inch from the cheek and may have a port no higher than 1½ inches. They may be inlaid, synthetic wrapped, including rubber or plastic or incased, but must be smooth. On broken mouthpieces only, connecting rings of 1¼ inches or less in diameter or connecting flat bar of 3/8 to 3/4 inch measured top to bottom with a maximum length of 2 inches, which lie flat in the horse's mouth, are acceptable. Smooth round,

Figure 6. Acceptable English Bits for All Ages



Illustrations courtesy of the AQHA

Figure 7. Unacceptable English Bits



Illustrations courtesy of the AQHA

oval or egg-shaped, slow twist, corkscrew, single-twisted wire and straight bar or solid mouthpieces are allowed. Snaffle rings may be no larger than 4 inches in diameter. Bits of any style (Pelham, snaffle, kimberwick, **double-twisted wire**) featuring mouthpieces with cathedrals, donuts, prongs, rough edges or sharp material will be cause for elimination. **See Figure 6 for acceptable examples and Figure 7 for unacceptable examples of English bits.**

4. If a curb bit is used, the chain must be at least 1/2 inch in width and lie flat against the jaw of the horse.
5. Judge may prohibit the use of any bit or equipment they consider inhumane or giving a horse/rider an unfair advantage.

Optional

Breastplates, braiding mane and tail in hunt style, standing or running martingales in equitation over fences (No martingales are allowed in hunter hack).

Prohibited

Tie-downs, martingales in flat classes, mechanical hackamores, draw reins, protective boots (except in equitation over fences), figure 8 or flash cavessons except in equitation over fences. Rubber reins (except in equitation over fences).

English Attire

1. Conservative-colored hunt coat such as navy, dark green, gray, black or brown. Maroon and red are improper. *Breeches* are to be of traditional shades of buff, kahaki, canary, light gray or rust (or jodhoppers), with high English boots or paddock (jodhoper) boots of black or brown are appropriate for hunter classes.
 - a. Coats are to be worn unless deemed otherwise by show management. Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.
2. Hair must be neat and contained (as in a net or braid).
3. Colored shirts are permissible in English classes.
4. Conservative-colored protective head gear is required (ASTM-approved equestrian helmet) in all mounted events. If you do not wear a helmet, you will not be permitted to participate. Helmets must be fastened when mounted.
5. 4-H emblem on front left of jacket

Optional

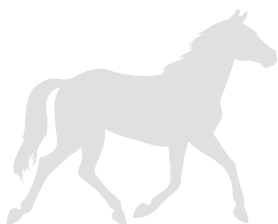
Gloves, spurs (unroweled), crops or bats. **Half chaps must be smooth brown or black leather.**

Prohibited

Roweled spurs.

Special Note

Additional optional and prohibited attire and/or equipment pertaining to specific classes are noted in the rules for that class.



Showmanship

Description

Showmanship is judged on how effective the 4-H participant: 1) presents a well-groomed and conditioned horse; 2) completes a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence; 3) maintains a balanced, functional and fundamentally correct body position.

Class Routine

Class routines may vary, depending on the number of exhibitors and preferences of the judge. In one routine, all exhibitors may be brought into the arena at the same time, asked to line up and then worked individually. A second routine is for exhibitors to perform the pattern individually as they enter the arena. Exhibitors then may be asked to remain in the arena for final placing or may be excused. With either routine, finalists may be asked back for an additional workout to determine the final placing. Regardless of the routine, each showman will complete an individual pattern posted by the show official. Basic maneuvers that may be included in the pattern are walking, trotting, backing, turning, stopping, setting up and presentation for inspection.

Small infractions should not be cause for disqualification of a showman, but may affect the person's overall standing in the class. Conformation of the horse is not judged in showmanship class. All ties will be broken at the judge's discretion based on performance. Judges are discouraged from asking exhibitors quiz questions and touching exhibitors' horses.

Tack and Attire

Refer to the section discussing Showmanship on Page 9.

General Regulations

1. Only mares and geldings (weanling stud colts are allowed) are eligible.
2. All breeds are shown together and have the option to show according to their breed standard.
3. The ideal time to schedule showmanship classes is at the beginning of the show, prior to any riding classes.

Showing Horse in Ring

Presentation and Position of Exhibitor

1. Exhibitor keeps whereabouts of judge in mind and has horse alert and in position when judge looks at the horse.
2. Exhibitor should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the position of horse. Exhibitor should continue showing horse until

class has been placed/excused, unless otherwise instructed. Exhibitor should appear businesslike, stand and move in a straight, natural and upright manner.

3. Exhibitor does most of the showing with horse moving off of exhibitor's body motion and position with minimal use of the lead strap. Use of exhibitor's hands or feet to touch or position the horse is prohibited.
4. Both arms should be bent at the elbow, with elbows held close to exhibitor's side and the forearms held in a natural position. Height of arms may vary depending on size of horse and exhibitor, but never should be held straight out in front with elbows locked.
5. The position of exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the horse's head and have the horse move away from the rider to the right.
6. When executing a back, exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest, still maintaining a slight bend in the elbow, and walk forward. The ideal position is for exhibitor's left shoulder to be in alignment with horse's left front leg, NEVER standing in front of the horse.
7. When setting up for inspection, the exhibitor should stand angled toward horse in a position between the horse's eye and muzzle on the left side, and never should leave the head of the horse. Exhibitor is required to use the Quarter Method when presenting the horse.

Presentation and Position of Horse

1. Horse's body condition and overall fitness should be assessed (not overly thin or obese; no evidence of parasite infection).
2. Hair coat should be clean, well-brushed and in good condition. Mane and tail groomed for a neat appearance according to breed standard. Manes may be banded.
3. Hooves should be properly trimmed, and if shod, shoes should fit correctly, and clinches need to be neat.
4. Trimming: Clip the inside of ears; however, horses that are simply "cupped" to allow for protection against insects during the summer months should not be penalized. Clip long whiskers around muzzle and eyes and under chin. Clip long hairs from legs and pasterns. Draft breeds with long feathering on the legs do not need to be clipped.
5. Tack needs to be clean, neat, in good repair and properly adjusted.
6. Horse is set up for inspection with feet placed and balanced according to its breed type and use. This should be done quickly and smoothly. The exhibitor does not have to reset a horse that stops square.
7. Once set up, present the horse in a way that does not distract the judge's attention from the horse.
8. Horse is kept from contact with a competitor or encroachment of space rightfully belonging to another exhibitor.

Performance

Exhibitor should perform the work accurately, precisely, smoothly and with reasonable amount of speed. Being correct in exhibitors form and staying on pattern is the first extremely important criteria of a showmanship performance. The quality of the performance is judged after the correctness of the performance has been met. The degree of difficulty adds to a performance. Increasing the speed of work increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing. Severe disobedience will not result in disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor who completes the pattern correctly.

1. Exhibitor leads from the horse's left side holding the lead strap or reins in the right hand. If using a lead strap with a chain attached, the length of the chain should be adjusted so that the exhibitor is not holding onto the chain or snap. Excess lead strap or reins should be folded or loosely coiled in the left hand. Hand position on the lead normally remains the same when posing as when leading. At no time should the exhibitor change hands on the lead. Train your horse to walk and trot out at the same rate as you do. The horse should lead readily at a walk or trot. The exhibitor's body should be even with the horse's throat latch. Hold your lead arm so that the horse's head and neck are in a direct line with the spine and line of travel. Do not get in front or try to pull the horse into a trot. Keep movement at both gaits brisk and sharp, as opposed to slow and dull.
2. When leading to or from a judge or ring steward, stops and turns are very important.
 - Always allow plenty of space between the horse and judge.
 - The horse should be led directly away from judge in a straight or curved line and should track briskly and freely at the prescribed gait as instructed.
 - Execute stops that are straight, prompt, smooth and responsive, with the horse's body remaining straight.
3. The horse should back up readily, with the head, neck and body aligned in a straight or curved line as instructed.
4. Always execute turns to the right. Turning to the right allows the right hind foot to be used as the pivot point, allowing for a uniform, smooth turn. This results in the horse remaining in essentially the same tracks after the turn, providing the judge a good view as the horse tracks away.
 - The ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalized if the horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.
5. Class routines often require walking or trotting out of and back into the lineup of horses. Upon returning, the exhibitor leads all the way through the line, stops, pivots to the right and then leads back into the line to set up.
6. Keep your proper position while standing in line and allow a safe, reasonable space between your horse and the horses on either side. If asked to change positions in the line, back your horse out of the line and approach the new position from behind. If the judge requests you

to line up head to tail with other horses, do not crowd the horse in front of you (allow at least one horse's length between you and the horse in front of you).

7. Exhibitors should be aware of their horse's and judge's position at all times.
8. Exhibitors are being judged from the time they enter the ring until dismissed by the judge or ring steward.

Quarter System

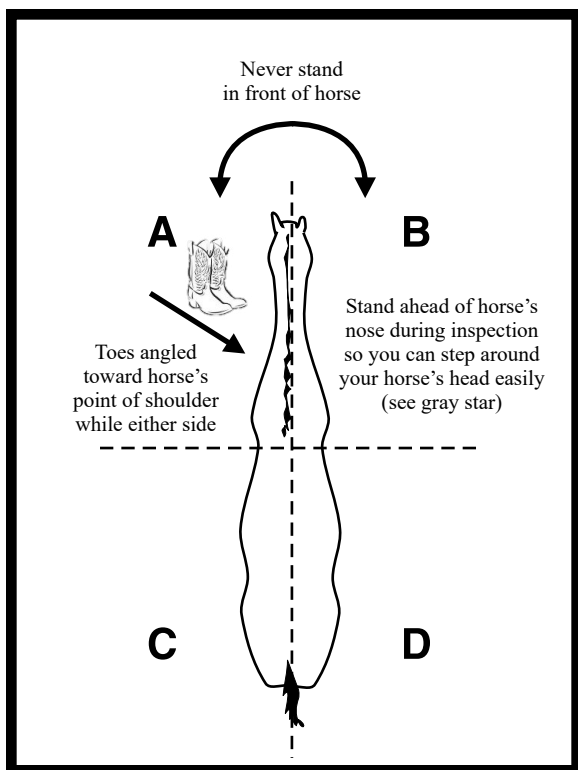
Remember that the primary objective is to show the horse. The judge needs a clear, unobstructed view of the animal at all times. Exhibitors must be in a position that enables them to watch the judge and the horse at all times. The required method of presentation for youth exhibitors is the **quarter system**.

In the quarter system, the horse is divided into four equal parts as seen in Figure 7. (Note: Quadrants will be labeled A, B, C and D). One line runs across the horse just behind the withers. The other line runs from head to tail. The exhibitor is always one quadrant away from the judge.

When the judge is in A, the handler should be in B. As the judge moves to C, the handler moves to A. As the judge goes into D, the handler moves to B. When the judge moves to B, the handler crosses to A. Thus, the exhibitor stands on the opposite side of the horse when the judge is toward the front and on the same side as the judge when the judge is toward the rear of the horse. At no time should the exhibitor change hands on the lead.

For safety reasons, the exhibitor does not stand directly in front of the horse (see Figure 7). As the judge views a horse directly from behind, exhibitors stand on the side they were standing on immediately prior to the judge's movement to the rear of the horse.

Figure 7. Quarters System



Faults

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction.

Minor faults that have a deduction of 3 points include:

- Break of gait at walk or trot for up to two strides
- Over- or underturning up to one-eighth of a turn
- Ticking or hitting cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot or setup and replacing it in the same place

Major faults that have a deduction of 5 points include:

- Not performing the gait or not stopping within 10 feet of designated area
- Break of gait at walk or trot for more than two strides
- Splitting the cone (cone between the horse and handler)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Horse stepping out of setup after presentation
- Horse resting a foot or hipshot in setup
- Over/underturning one-eighth to one-fourth turn

Severe faults have a deduction of 10 points. Severe faults avoid disqualification but should be placed below other exhibitors who do not incur a severe fault. Receives white ribbon. They include:

- Exhibitor is not in the required position during inspection
- Exhibitor touching the horse or kicking or pointing feet at the horse's feet during the setup
- Standing directly in front of the horse
- Loss of lead shank, holding chain or two hands on shank
- Severe disobedience, including biting, rearing or pawing; horse continually circling exhibitor

Disqualifications (receives a white ribbon and should not be placed above an exhibitor who does not disqualify) include:

- Loss of control of horse that endangers exhibitor, other horses or judge
- Horse becomes separated from exhibitor
- Failure to display correct number
- Willful abuse
- Never performing specific gait
- Excessive schooling or training; use of artificial aids
- Knocking over the cone or going off pattern
- Illegal equipment
- Over- or underturning by more than one-fourth turn

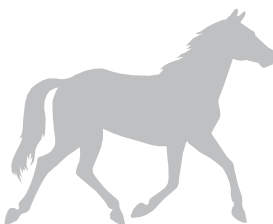
Scoring

The following is a suggested scoring system to keep judges organized and allow for educational learning opportunities for exhibitors. We highly recommend using score sheets and turning them into show management so exhibitors can assess and grow from them. Preferably, the show management will provide a scribe, to allow the judges to keep their eyes on the exhibitor at all times.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Each maneuver will be scored from +3 to -3 with ½ point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. **Exhibitors overall form and effectiveness (F&E)** should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

Breakdown of possible scores:

- **90 to 100 – Excellent** showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly and precisely; demonstrates a high level of professionalism.
- **80 to 89 – Very good** performance in execution of the pattern, as well as correct showmanship and presentation of horse.
- **70 to 79 – Good** pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range.
- **60 to 69 – Fair** pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship.
- **50 to 59 – Position** of exhibitor that precludes effective communication with the horse.
- **40 to 49 – Demonstrates** a lack of handling ability and knowledge of correct body position.
- **10 to 39 – Exhibitor** commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.



Western Class Routines

■ Western Pleasure

Description

Western pleasure is designed to demonstrate a horse's brokenness, consistency and quality of movement. Emphasis shall be placed on good movers, manners and a willing attitude, as reflected in the horse's ears, mouth, tail and ways of going. A good pleasure horse should have a natural flat-footed, four-beat walk. It should exhibit a smooth, soft and distinct two-beat jog. The lope should be a consistent, slow and rhythmical three-beat gait. Horses should carry their head in a relaxed and natural position. Western pleasure horses should travel on a relatively loose rein with little guidance from the rider and should look very similar when traveling both directions of the arena. Horses should be judged according to their breed rules and standards.

Class Routine

Horses are to enter the arena single file at a walk or jog as directed by the judge. Horses shall demonstrate a walk, jog and lope in both directions of the arena. Horses always should be reversed away from the rail and never should be asked to reverse at a lope. When working on the rail, slower-moving horses should remain closest to the rail, and any passing should be done on the inside (toward the middle of the arena) of the slower-moving horse. Adequate space should be created between the passing horses before returning to the rail. A rider never should pass between another horse and the rail. At the judge's discretion, horses may be backed individually in the center of the arena or as a group on the rail. The judge may ask for additional work from any or all contestants, including but not limited to: extended trot or lope, reverse at walk or jog, stop from any gait and transition between gaits. An extended gait should be a lengthening of the stride and more reach from the shoulder with very little change in the speed of the animal. Excessive speed will be penalized. Riders will not be asked to dismount unless the judge requests an equipment check.

Tack and Attire

1. Refer to the sections on Western Tack and Attire for Performance starting on Page 9.
2. Saddle should be suited to the rider's ability and size.
3. Prohibited: mechanical hackamores, draw reins, tie-downs, martingales, cavesson nosebands, protective boots or leg wraps, crops, bats, whips, roping reins.

The Western Pleasure Horse

In judging western pleasure, give credit to the horse that, under light control and without intimidation, goes forward with comfort, self-carriage, confidence, willingness, and a balanced, fluid stride. To evaluate these things, a judge should look for these six characteristics: **cadence and rhythm, topline and expression, consistency and length of stride**, in that order. *Cadence* is defined as the accuracy

of a horse's footfalls at any given gait. **Rhythm** is defined as the speed of those footfalls at any given gait. **Topline:** The head and neck should be carried in a relaxed natural position, compatible with the horse's conformation. The head should not be carried behind the vertical, giving the appearance of intimidation or be excessively nosed out, giving a resistant appearance. **Expression:** The horse should have a pleasant look with clear, bright eyes and a willing attitude. **Consistency** is defined as the ability to maintain the same topline, cadence and rhythm in each gait throughout the class. **Length of stride:** This should be of a reasonable length in relation to that horse's conformation with a full extension of the limbs. The winner of any western pleasure class should be the horse that best combines these six characteristics. Cadence and rhythm always should be first and most important in evaluating a western pleasure horse.

Following are the requirements in order of priority for evaluating western gaits:

1. **Correctness** – Correctness is the most important element of the evaluation hierarchy. Judges must assess if the exhibitor has performed each gait correctly as defined during all or the majority of the class to have a correct or positive evaluation. For western gaits, the correct cadence includes a four-beat walk, two-beat jog and three-beat lope. The distinctness of the designated cadence for the gait being performed is essential.
2. **Quality** – Quality is the second most important element of the hierarchy and can be considered positively only if the gait performance has complied with the first element of correctness. In evaluating the pleasing characteristics of a gait, among many considerations, judges must consider overall gracefulness, relaxed presentation, consistency, expression, topline, softness of movement, consistency and length of stride.
3. **Degree of difficulty** – Degree of difficulty is the least important and last element of the hierarchy. This element must be considered only if the requirement for correctness has been met and the combination of correctness and quality allows the performance to be considered for placement. Difficulty is greatly influenced by exhibiting a pleasure horse at a pace and speed that allows for correctness and the best quality of gait for that individual. A performance of a walk that is ground-covering and free-flowing has a high degree of difficulty. A jog or lope that is performed with a slow rhythm without sacrificing correctness or quality has a high degree of difficulty. Slowness that sacrifices correctness or negatively impacts quality shall be considered incorrect and a poor performance, at best.

Scoring

Each gait in this class should be ranked on a scale of good, average or below average. A horse receiving mostly above-average marks should receive a blue ribbon. Horses scoring average in most fields should receive a red ribbon and horses scoring below average for the majority of the class should receive a white ribbon. A description of gaits and appropriate score follows.

Gait	Good	Average	Below Average
Walk	Ground-covering, flat-footed, four-beat gait, straight and true. The horse is alert, with a stride of reasonable length in keeping with the size of the horse, relaxed, cadenced and attentive	Slow, nonrhythmical gait, appears to be relaxed at times, demonstrates a bright and attentive appearance at times, slight handling by rider	Stopping and starting, nervous jogging, uneven pace with little to no cadence, lacks flow and may appear intimidated or appear to march, obvious handling
Jog	Smooth, two-beat diagonal gait, consistent speed, square, balanced and with straightforward moving feet. Excellent cadence and rhythm, bright and alert expression and exhibits good lift and self-carriage	Faster moving, more unsteady with head carriage, slight handling by rider, some cadence and rhythm but lacks consistency	Not keeping a two-beat jog, changing speed, walking with their back feet and trotting in the front is not considered performing the required gait
Lope	Cadenced three-beat gait, consistent, round back, deep stride with rear legs, good lift and self-carriage	Cadenced, consistent at times, requires more guidance from the rider, demonstrates some drive from behind, appears relaxed with some self-carriage	Unbalanced head carriage, lacking three-beat lope, fast, requires lots of guidance, lacks drive off of hocks, is not relaxed in appearance
Extended Jog	Good lengthening of stride, stays steady with head	Slight increase in speed, requires more guidance	Inconsistent speed, failure to increase stride length, breaks gait, pushy
Back	Responsive, backs straight and willingly, balanced with one fluid movement, backs without gapping the mouth with light contact and without hesitation	Slight hesitation, backs crookedly, some extra guidance is obvious	Throws head, pulls on bit, fails to back, gaps mouth with resistance to rider
Attitude	Ears forward, tail quite, travels on a reasonably loose rein, attentive to rider's cues, looks straight through bridle when traveling, remains quiet at the bit, maintains constant speed (rhythm) and cadence, demonstrates smooth transitions with little handling	Lacks continues attentiveness, requires handling from rider from time to time, may exhibit some mouthiness on the bit, requires some guidance from time to time, transitions are correct but may lack some smoothness in headset and promptness	Pinned ears, wringing of tail, consistent chomping and mouthing of bit, horse requires constant fixing and checking by rider, horse is pushy during transitions

Severe Faults

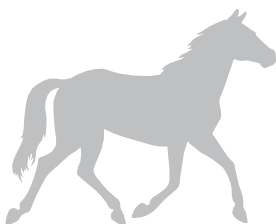
Should not place above any rider who does not incur a fault — may receive a white ribbon

- Incorrect lead or break of gait that is not corrected
- Touching the horse
- Grabbing the saddle horn or any other part of the saddle
- Exhibiting a four-beat gait at the lope or jog
- Excessive speed
- Horse requires excessive handling by the rider to maintain control

Disqualifications

Should receive the lowest ribbon placing — white ribbon

- Failure to wear correct number
- Willful abuse
- Spurring in front of the shoulder
- Severe disobedience or resistance by horse, including but not limited to rearing, bucking or pawing
- Loss of control of the horse
- Excessive schooling or training
- Illegal use of hands on rein (for example, using two hands with a curb bit)
- Illegal equipment



■ Western Horsemanship

Description

Western horsemanship is designed to evaluate the rider's ability to complete a specified pattern effectively. This class is judged on pattern accuracy, rider body position and complete unison between rider and horse. The judge is looking for a rider who presents precision and smoothness in the pattern while exhibiting poise, confidence and a balanced, fundamentally correct body position throughout the class. The ideal horsemanship pattern is extremely precise, with the horse executing each maneuver with subtle aids and cues from the rider.

Class Routine

Each exhibitor will be asked to perform an individual pattern. Patterns will vary but may include any maneuver normally required in a stock horse class; a list of possible tests is shown on Page 42.

Following the pattern, horses may be asked to work one or both ways of the arena at the walk, jog and lope. The judge must ask for the back in the pattern or on the rail.

Horses are to be reversed to the inside (away from the rail). Horses may be required to reverse at the walk or jog at the discretion of the judge. Horses will not be asked to reverse at the lope or to extend the lope.

Tack and Attire

1. Refer to sections on Western Tack and Attire for Performance starting on Page 9.
2. Saddle should be suited to the rider's ability and size.
3. Prohibited: mechanical hackamore, draw reins, tie-downs, martingale, cavesson nosebands, protective boots or leg wraps, crop, bat, whip, roping reins.

Showing Horse in Ring

Presentation and Position of Exhibitor

The exhibitor's overall poise, confidence, appearance and position throughout the class, as well as the physical appearance of the horse, will be evaluated. The exhibitor should appear natural in the seat and ride with a balanced, functional and correct position regardless of the maneuver or gait being performed. The exhibitor should continue to have strong, secure and proper position if worked on the rail. Exhibitors should sit and maintain an upright position with the upper body at all gaits. The rider should sit in the center of the saddle with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee to allow for the heel to be in line with the ear, shoulder and hip.

The rider's back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level and square. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light

contact should be maintained with the saddle and horse from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalized. Those exhibitors who can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described.

Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow, forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm, as well as excessive stiffness, will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle or down at the horse's head or shoulder will be penalized. Exhibitors should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor always should reverse to the inside of the arena. **See Figure 8.**

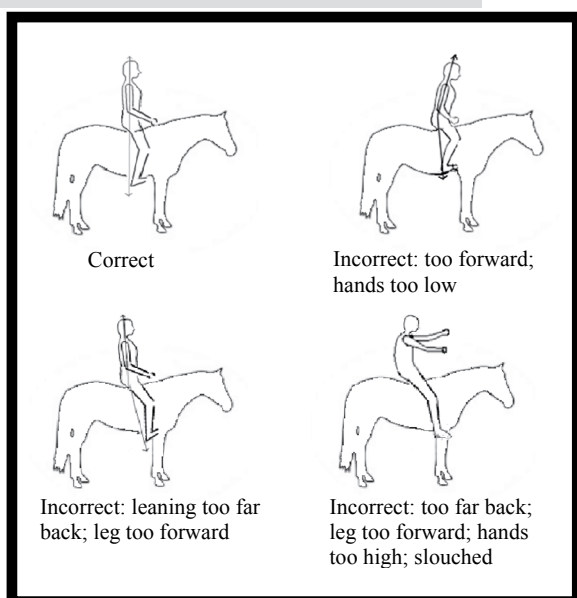
Presentation and Position of Horse

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

Performance

The exhibitor should perform the work accurately, precisely, smoothly and with a reasonable amount of promptness. Increasing the speed of the maneuvers performed increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. Exhibitors who perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection or cadence will be penalized. The horse should perform all maneuvers in the pattern willingly, briskly and readily, with minimal visible or audible cueing. Severe disobedience will not result in a disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor who completes the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or willful

Figure 8. Horsemanship Position



Drawings courtesy of Barbra A. Kostelnik of Cincinnati, Ohio

abuse by the exhibitor is cause for disqualification. The horse should track straight, freely and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The horse's head and neck should be straight and in line with their body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern. The stop should be straight, square, prompt, smooth and responsive, with the horse maintaining a straight body position throughout the maneuver. The back should be smooth and responsive. Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.

In ***lateral work***, the horse should step across with the front and hind legs when performing the ***side pass, leg-yield*** and ***two-track***. The side pass should be performed with the horse keeping the body straight while moving directly lateral (sideways) in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction, with the horse's body arched opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction, with the horse's body held straight or bent in the direction the horse is moving.

A simple or flying change of lead should be executed precisely in the specified number of strides and at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

Faults

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor who incurs a severe fault avoids elimination but should be placed below all other exhibitors who complete the pattern correctly.

Minor faults — Deduction of 3 points

- Break of gait at walk or jog/trot up to two strides
- Over/underturn from one-eighth to one-fourth
- Tick or hit of cone
- Obviously looking down to check leads

Major faults — Deduction of 5 points

- Not performing the specific gait or not stopping when called for in the pattern within 10 feet (3 meters) of designated area
- Incorrect lead or break of gait (except when correcting an incorrect lead) at the lope.
- Break of gait at walk, jog or trot for more than two strides
- Loss of stirrup
- Bottom of boot not touching pad of stirrup at all gaits including backup
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation

Severe faults — Deduction of 10 points (avoids disqualification but should be placed below other exhibitors who do not incur a severe fault; receives white ribbon):

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Cueing with the end of the romal
- Blatant disobedience, including kicking, pawing, bucking and rearing
- Spurring in front of the cinch

Disqualifications (should be placed last; receives white ribbon) include:

- Failure to display correct number
- Abuse of horse or schooling
- Fall by horse or rider
- Illegal equipment or illegal use of hands on reins
- Use of prohibited equipment
- Off pattern, including: knocking over cone or wrong side of cone or marker; never performing desired gait or lead; over- or underturning more than one-fourth turn.

Scoring

The following is a suggested scoring system to keep judges organized and allow for educational learning opportunities for exhibitors. We highly recommended using score sheets and turning them into show management so exhibitors can assess and grow from them. Preferably, show management will provide a scribe to allow the judges to keep their eyes on the exhibitor at all times.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores

should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. **Exhibitors overall form and effectiveness (F&E)** should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

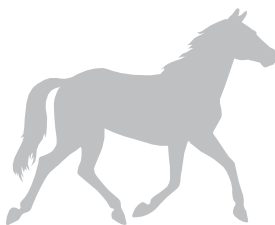
Breakdown of possible scores:

- **90 to 100 – Excellent** rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely while demonstrating a high level of professionalism.
- **80 to 89 – Very good** performance in execution of the pattern, as well as correct horsemanship and use of aids. Excellent horseman but commits a major fault.
- **70 to 79 – Good** pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider who commits a major fault or an excellent rider who commits a severe fault.
- **60 to 69 – Fair** pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevent effective horsemanship; or a good horseman who commits a major fault in the performance of the pattern. A very good rider who commits a severe fault.
- **Less than 59 –** Good pattern with one severe or multiple major/minor faults; excellent or very good rider who commits multiple, and/or combination of, severe, major or minor faults in the performance. A rider who demonstrates a lack of riding ability and knowledge of correct body position.

Optional List for Western Horsemanship Maneuvers/Tests

- Ride without stirrups
- Any combination of walk, jog and lope. Gaits may be performed in a straight line, circle, figure 8 or serpentine configuration.
- Extended gaits
- Side passing
- Two-track
- Backing maneuver
- Pivots
- Change of leads (simple or flying)
- Performance on the rail

Note: These are just a few options from which the judge can choose.



■ Reining

Description

Reining is a class that combines precision, style, agility and brokeness. Each horse is judged on pattern execution, neatness, ease, calmness and reasonable speed with which it performs one of the prescribed patterns. The best reined horse should be willingly guided or controlled with little or no apparent resistance and easily guided throughout the entire pattern. All deviations from the exact written pattern must be considered a lack or temporary loss of control and, therefore, a fault that must be marked down according to severity of deviation. Credit is given to a horse's overall performance in executing a pattern with smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed, which raises the difficulty level and makes the performance more exciting and pleasing to watch.

Class Routine

Each exhibitor will enter the arena individually and perform the pattern. Exhibitors are being judged as soon as they enter the arena. At the State Fair 4-H Horse Show, the judge may utilize any of the AQHA official patterns (see AQHA rulebook for patterns) for the senior level.

Tack and Attire

1. Refer to Western Tack and Attire starting on Page 9.
2. **Optional:** protective boots, skid boots or leg wraps, *sliding plates* on hind feet
3. **Prohibited:** mechanical hackamores, gag bits, tie-downs, martingales, draw reins, roping reins, cavesson noseband, any crop, whip or bat

Scoring

Judges are strongly encouraged to utilize an AQHA reining score sheet. We recommend that show management provide a scribe to the judge during scored events. Score sheets then can be collected for exhibitors to utilize as an educational tool. Judges should rank maneuvers randomly in the event of a tie prior to the beginning of a class and so note on score sheet.

A. Scale

1. Each performance should be scored on a scale of 0 to infinity, with 70 denoting average.
2. Each maneuver should receive a maneuver score ranging from $+1\frac{1}{2}$ to $-1\frac{1}{2}$. The scale follows:

Excellent	$+1\frac{1}{2}$
Very Good	$+1$
Good	$+\frac{1}{2}$
Average	0
Below Average	$-\frac{1}{2}$
Needs Improvement	-1
Not Acceptable	$-1\frac{1}{2}$

3. Each maneuver may or may not have penalties that are assessed. Maneuver score and penalties are independent.

4. At the completion of the run, maneuver scores should be added or subtracted from a score of 70 and then penalty points should be subtracted.

B. Penalty Points

1. 5-point Penalties

- a. Spurring in front of cinch
- b. Use of either hand to instill fear or praise
- c. Holding saddle with either hand
- d. Blatant disobediences, including kicking, biting, bucking, rearing and striking

2. 2-point Penalties

- a. Break of gait
- b. Freeze-up in spins or rollbacks
- c. On walk-in patterns, failure to stop or walk before executing a canter departure
- d. On run-in patterns, failure to be in a canter prior to the first marker
- e. If a horse does not completely pass the specified marker before initiating a stop position
- f. Jogging beyond two strides but less than half a circle or half the length of the arena
- g. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena for more than half turn

3. 1-point Penalties

- a. Each time a horse is out of lead, a judge is required to deduct 1 point. The penalty for being out of lead is accumulative and the judge will deduct 1 penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead (Figure 9)
- b. Over- or underspinning from one-eighth to one-fourth of a turn (Figure 10)
- c. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena for half the turn or less

4. ½-point Penalties

- a. Starting a circle at a jog or exiting rollbacks at a jog up to two strides
- b. Over- or underspinning up to one-eighth of a turn

Figure 9. Penalties Associated With Lead Changes

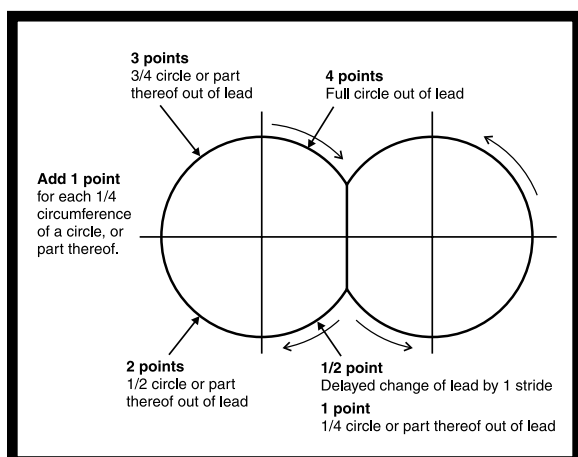


Illustration courtesy of the AQHA

Figure 8. Penalties Associated With Spins

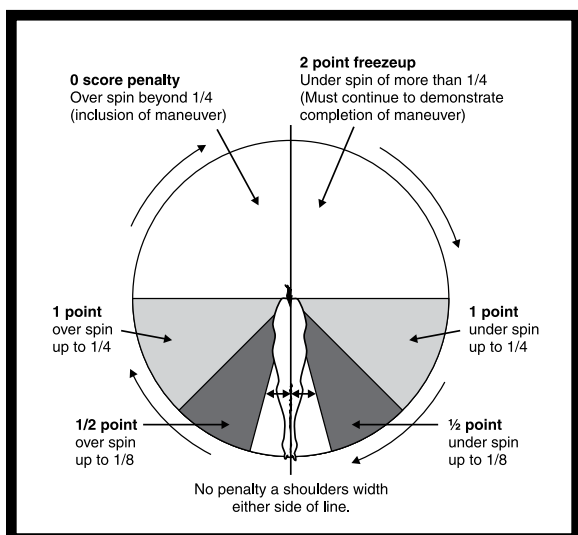


Illustration courtesy of the AQHA

- c. Failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- d. Delayed change of lead by one stride
- 5. 0 Score – should receive the lowest ribbon possible – white ribbon**
 - a. Use of more than index or first finger between reins
 - b. Use of two hands (exception in Junior, Snaffle Bit or Hackamore classes designated for two hands) or changing hands
 - c. Use of romal other than as outlined in western tack
 - d. Failure to complete pattern as written
 - e. Performing the maneuvers other than in specified order
 - f. Inclusion of maneuvers not specified, including, but not limited to:
 - i. Backing more than two strides
 - ii. Turning more than 90 degrees
 - g. Equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while horse is in motion
 - h. Balking or refusal of command where pattern is delayed
 - i. Running away or failing to guide so that trying to discern whether the entry is on pattern becomes impossible
 - j. Jogging in excess of one-half circle or one-half the length of the arena
 - k. Overspins of more than one-quarter turn
 - l. Fall to the ground by horse or rider
- 6. No Score – Should receive the lowest ribbon possible – white ribbon**
 - a. 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
 - b. Use of illegal equipment, including wire on bits, bosals or curb chains
 - c. Use of illegal bits, bosals or curb chains; when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable
 - d. Use of tack collars, tie-downs or nose bands

- e. Use of whips or bats
 - f. Use of any attachment that alters the movement of or circulation to the tail
 - g. Failure to provide horse and equipment to the appropriate judge for inspection
 - h. Disrespect or misconduct by the exhibitor
 - i. Closed reins are not allowed except as standard romal reins
7. Neither a no score nor a 0 score is eligible to place in a go-round or class, but a 0 may advance in a multigo event, while a no score may not.

C. Considerations

1. Credits

- a. Smooth, level, simultaneous lead changes
- b. Lead changes demonstrated at the center point of the figure 8
- c. Flat, quick spins with a relatively stationary pivot foot. Horses should maintain a forward motion and cross fluidly over their front leg (not behind)
- d. Straight stops with haunches dropped in the ground while front feet maintain fluid mobility
- e. Round circles showing size and speed changes
- f. Quick, willful and straight backing over the slide tracks
- g. Rollbacks and departures should be performed promptly, with the horse leaving the rollback on the same tracks it came in on
- h. Steadiness of gaits and response to the rider

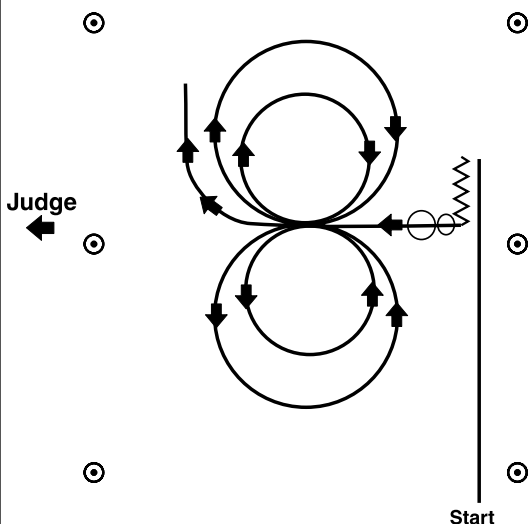
2. Faults

- a. Opening mouth excessively when wearing bit
- b. Excessive jawing, opening mouth or head raising on stop
- c. Lack of smooth, straight stop on haunches; bouncing or sideways stop
- d. Refusing to change leads
- e. Anticipating signals
- f. Stumbling
- g. Backing sideways
- h. Knocking over markers
- i. Abusive use of the mouth of the horse is scored accordingly
- j. Losing stirrup

3. Breaking a Tie

- a. Ties should first be broken on who has accumulated the least amount of penalty points.
- b. Should a tie still be held, the tie-breaking maneuvers selected in random order by the judge prior to the initiation of the class would be the deciding factor. The most positive score winning.

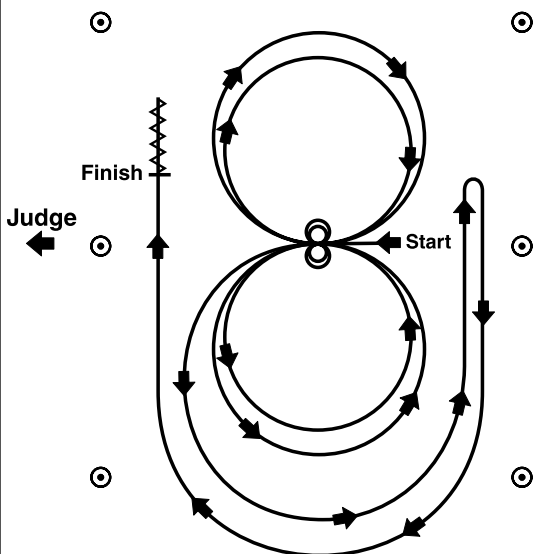
Reining Pattern No. 1 Junior Reining



1. Lope in a straight line at least 20 feet away from the wall past center marker. Stop and back to center of arena. Hesitate.
2. Complete one spin to the right.
3. Do 1 1/4 spin to the left.
4. Ride a small, slow circle to the right, continuing to a large, fast circle to the right outside, showing noticeable size difference. Execute a simple or flying lead change.
5. Ride a small, slow circle to the left, continuing to a large, fast circle to the left, showing noticeable size difference. Execute a simple or flying lead change.
6. Lope off on the right lead, stop before reaching the end marker. Settle horse.

Reining Pattern No. 2

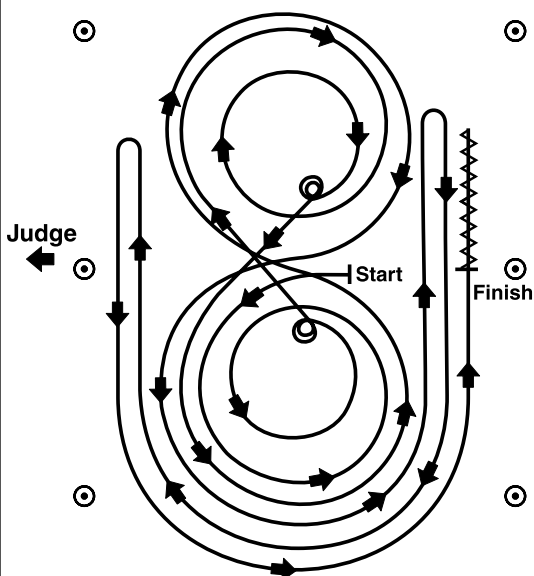
Junior Reining



1. Start in the center of the arena facing the left wall.
2. Complete two spins to the right.
3. Complete two spins to the left.
4. Beginning on the left lead, complete two circles to the left, the first small and slow; the second circle large and fast. Flying lead change of leads at the center.
5. Complete two circles to the right, the first small and slow; the second circle large and fast. Flying lead change of leads at the center.
6. Begin a large, fast circle to the left but do not close this circle. Run straight down the right side of the arena past the center marker and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, run down the left wall at least 20 feet from the wall past the center marker and do a sliding stop. Back up to center of arena. Hesitate.

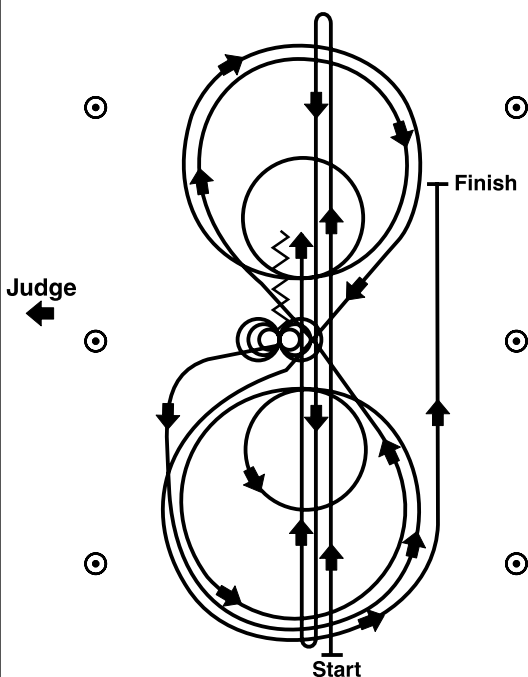
Reining Pattern No. 3

Senior Division



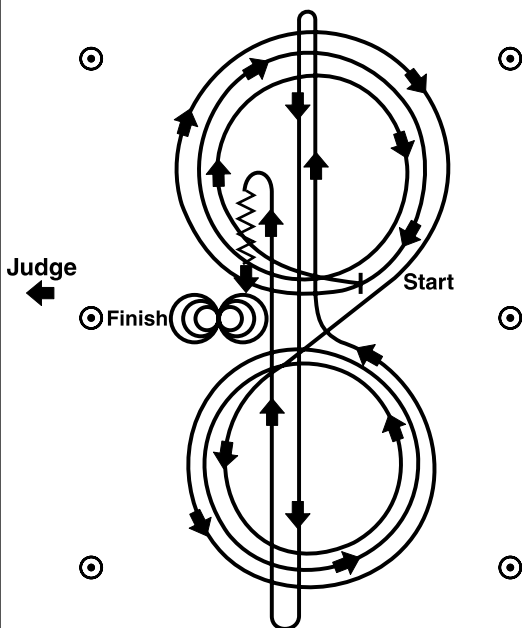
1. Begin at the center of the arena facing the left wall.
2. Beginning on the left lead, complete two circles to the left, the first large and fast, the second small and slow. Stop at the center of the arena.
3. Complete two spins to the left, hesitate.
4. Beginning on the right lead, complete two circles to the right, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
5. Complete two spins to the right.
6. Begin on left lead and make a figure 8 on top of the large circles, flying change of leads at center of arena.
7. Close figure 8 and begin large, fast circle to the left. Do not close this circle, but run straight down the side past center marker and do a right rollback at least 20 feet from the wall.
8. Continue back around previous circle. Do not close this circle, but run straight down the side past the center marker and do a sliding stop at least 20 feet from the wall, left rollback.
9. Continue back around previous circle. Do not close this circle, but run straight down the side past the center marker and do a sliding stop at least 20 feet from the wall.
10. Back over slide tracks. Hesitate to show completion.

Reining Pattern No. 4 Senior Division



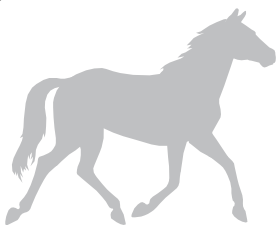
1. Run with speed to the far end of the arena past the end marker and do a left rollback.
2. Run to the opposite end of the arena past the end marker and do a right rollback.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena.
4. Complete three spins to the right.
5. Complete 3¼ spins to the left.
6. Start on the left lead. Complete three circles to the left, the first large, fast; the second small, slow; the third circle large, fast. Flying change of leads at the center of the arena.
7. Complete three circles to the right, the first large, fast; the second small, slow; the third circle large, fast. Flying change of leads at the center of the arena.
8. Begin a large, fast circle to the left, but do not close this circle. Run straight down the right side of the arena at least 20 feet off the wall past the center marker and do a sliding stop. Hesitate.
9. Ride to judge for inspection.
10. The bridle may be dropped at the judge's discretion.

Reining Pattern No. 5 Senior Division



1. Beginning on the right lead, complete three circles to the right, the first one small and slow, the second and third large and fast. Flying change of leads at the center of the arena.
2. Complete three circles to the left, the first one small and slow, the second and third large and fast. Flying change of leads at the center of the arena.
3. Turn up the middle of the arena and run to the far end past the end marker, do a sliding stop and rollback to the left.
4. Run to opposite end of arena past end marker, do a sliding stop and a right rollback.
5. Run past center, stop and back to center.
6. Complete three spins to the left.
7. Complete three spins to the right. Hesitate.

Illustration courtesy of the AQHA



■ Trail

Description

Trail is judged on the performance of the horse over obstacles. Emphasis is placed on manners, response to rider's cues and ability to maneuver through the course with style, smoothness in gaits and transitions, willingness to execute maneuvers and precision. The judge will credit a horse that is natural and attentive in appearance and able to pick its own way through the obstacles with minimal rider cues and/or handling.

Class Routine

This is strictly an individual pattern class; no rail work is required. The pattern will consist of six to 10 obstacles. See figures 10-14 for examples. Throughout the course of the pattern, horses must demonstrate all three gaits: walk, jog and lope. The trial has three mandatory obstacles: gate, four logs and a back-through. The other obstacles are chosen by each individual show committee. Keep in mind, obstacles should be designed to be challenging to the competitors but should not endanger or set the horse up for failure. The judges may alter the course or remove any obstacle they feel may be dangerous.

Each participant will be allowed three chances at each obstacle. If the obstacle cannot be completed in those three attempts, the contestant will be asked to move on to the next obstacle and will receive a 0 score *for the obstacle*. Contestants may choose to pass an obstacle if they feel unsafe after one attempt. This will result in a 0 score on that obstacle, not a 0 score overall.

Trail may be judged by one judge or by a group of judges, depending on class size and show committee preference. In either case, participants should wait until the judge at each obstacle acknowledges being ready to begin the obstacle. Failure to wait for the judge to be ready before beginning the obstacle may result in a 0 score for that obstacle.

Tack and Attire

1. Refer to Western Tack and Attire for Performance starting on Page 9.
2. **Prohibited:** mechanical hackamores; protective leg boots; gag bits; tie-downs; martingales; draw reins; roping reins; cavesson noseband; any crop, whip or bat

Scoring

This scoring system is designed to be a positive experience for growth and improvement in maneuvering trail obstacles. This system gives horses credit for what they accomplish rather than a disqualification with no score. Judges are strongly encouraged to utilize an American Stock Horse Association (ASHA) score sheet or the trail score sheet listed on the North Dakota 4-H Horse Project website under Certified Judges. Show management should provide a scribe to the judge during scored events. Score sheets then can be collected for exhibitors to utilize as an educational tool. Judges should rank maneuvers randomly in the event of a tie prior to the beginning of a class and so note on the score sheet.

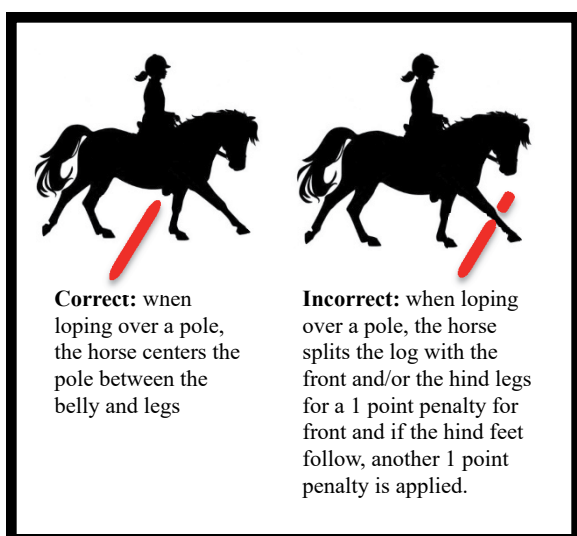
A. Scale

1. Each obstacle will be scored on a 0 to 10 scale, with 0 being a no score for the obstacle and 10 being the maximum score for the obstacle.
2. Penalties will be subtracted from the maximum 10 score per obstacle (total score overall).
3. The obstacle score will take into consideration the penalties and the maneuver score for each obstacle.
4. Contestants cannot receive a negative score on an obstacle even if they incur more than 10 penalty points. The lowest score possible per obstacle is a 0.
5. At the end of each run, the total will be added up for all obstacles and ranked according to overall points available. For example, if the trail course has eight obstacles, the maximum score for the course is an 80.

B. Penalty Points

1. **½-point Penalties**
 - a. Each tick or contact of a log, pole, cone, plant or any component of an obstacle
2. **1-point Penalties**
 - a. Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle
 - b. Break of gait at walk or jog for two strides or less
 - c. Both front or hind feet in a single-strided slot or space
 - d. Skipping over or failing to step into required space
 - e. Split pole in lope-over (see Figure 11)
 - f. Failure to meet the correct strides on trot-over and lope-over log obstacles
3. **3-point Penalties**
 - a. Break of gait at walk or jog for more than two strides
 - b. Out of lead or break of gait at lope (except when correcting an incorrect lead)
 - c. Knocking down an elevated pole, cone, barrel or plant obstacle, or severely disturbing an obstacle
 - d. Stepping outside the confines of, falling or jumping off or out of an obstacle with **one foot**
 - e. First refusal, balk or attempting to evade an obstacle by shying or backing more than **two strides** away

**Figure 11. Splitting a Pole Example
(a 1 point penalty)**



- f. Second refusal, balk or attempting to evade an obstacle by shying or backing more than two strides away

4. 5-point Penalties

- a. Dropping slicker or object
- b. Letting go of gate or dropping rope gate
- c. Use of either hand to instill fear or praise
- d. Holding saddle horn
- e. Stepping outside the confines of, falling or jumping off or out of an obstacle with **more than one foot**
- f. Blatant disobedience (kicking out, bucking, rearing, striking)

5. 0 Obstacle Score

- a. Third refusal or evade
- b. Ride outside course boundary
- c. Wrong lead through entire obstacle
- d. Failure to complete an obstacle
- e. Wrong line of travel
- f. Use of two hands when riding with a western curb bit
- g. Incurring more than 10 penalty points

6. 0 Overall Score – Should receive the lowest placing possible – white ribbon

- a. Completing obstacles out of order
- b. Fall to ground by horse or rider
- c. Failure to complete course

7. Breaking a Tie

- a. Ties first should be broken on who has accumulated the least penalty points.
- b. Should a tie still be held, the tie-breaking maneuvers selected in random order by the judge prior to the initiation of the class would be the deciding factor. The most positive score wins.

Unacceptable trail course obstacles

Tires, animals, hides, PVC pipe, dismounting, jumps, rocking or moving bridges, water box with floating or moving parts, flames, dry ice, fire extinguisher, logs or poles elevated in a manner that does not permit such to roll, ground ties.

Figure 12. Example Walk Over Obstacles

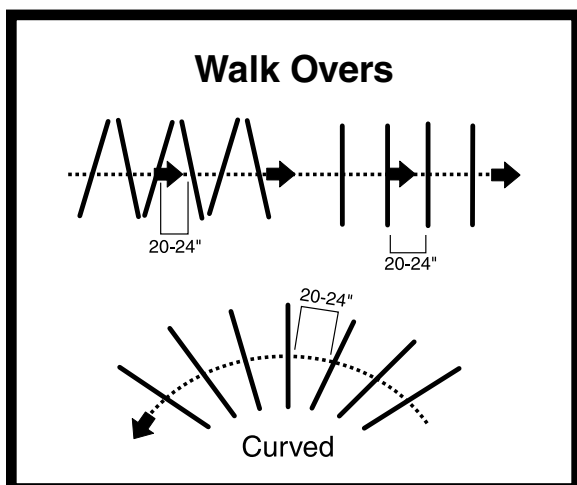


Illustration courtesy of the AQHA

Figure 13. Example Trot and Lope Over Obstacles

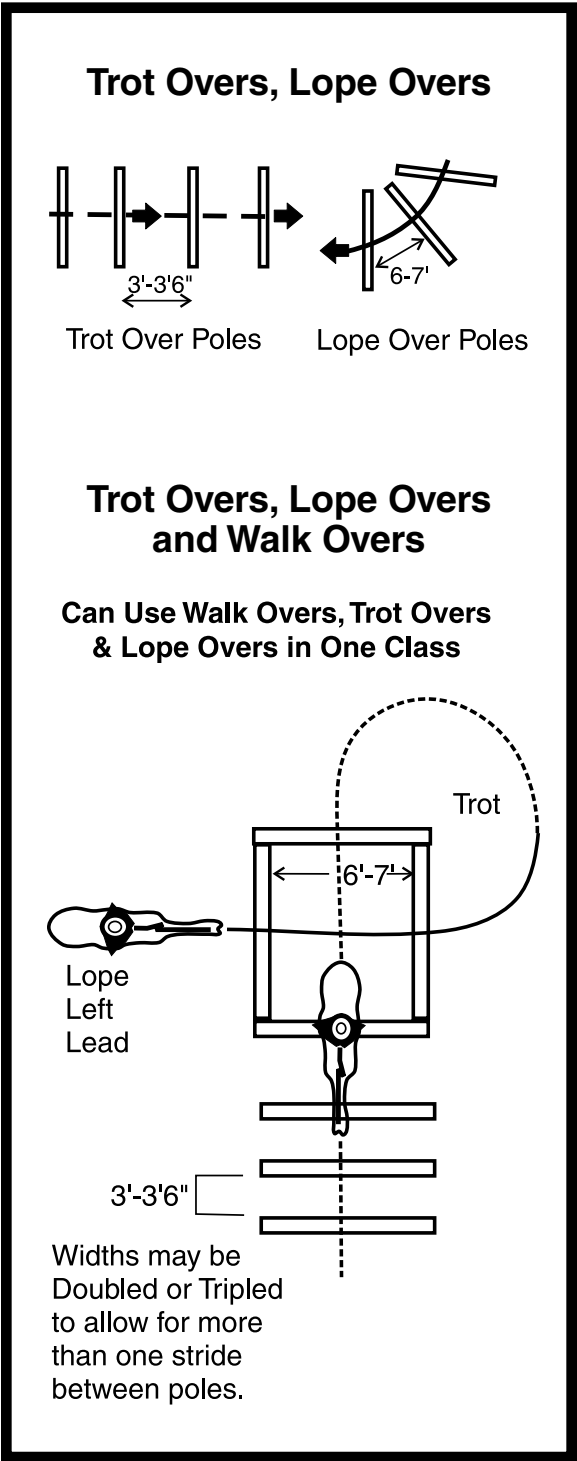


Illustration courtesy of the AQHA

Variations of Sidepass

A diagram showing a horse in profile, facing left, performing a sidepass. The horse's body is angled slightly to the right. A vertical dimension line on the left indicates a height of 5'-6". The horse's legs are labeled 'nn'. A curved arrow indicates the direction of the turn. In the background, there are two vertical bars and a horizontal bar, suggesting a jump or obstacle.

Sidepass Right, Turn Right
Sidepass Left

A diagram showing a horse in profile, facing left, performing a sidepass. The horse's body is straight, and its legs are labeled 'nn'. A vertical dimension line on the right indicates a height of 20-24". A horizontal arrow points to the right, indicating the direction of movement.

Front Feet Inside or
Back Feet Inside

A diagram showing a horse in profile, facing left, performing a sidepass. The horse's body is straight, and its legs are labeled 'nn'. A horizontal bar is positioned in front of the horse, and a vertical arrow points upwards from the bar, indicating a raised object.

Raised Object
(No more than 12")

45

Figure 15. Variations of Sidepass

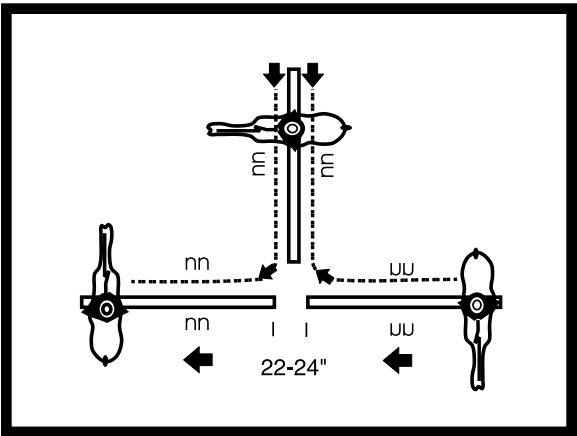
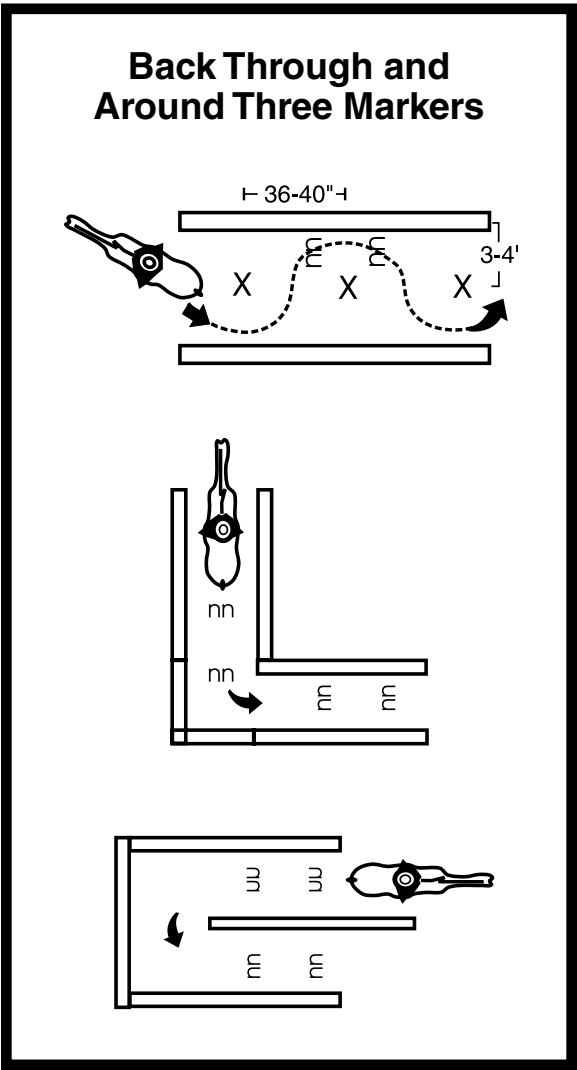
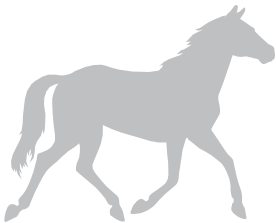


Figure 16. Variations of Backing Obstacles



Illustrations courtesy of the AQHA



■ Ranch Riding

Description

The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse's performance should be indicative of a working horse riding outside on the ranch/trail. In all gaits, movement of a ranch riding horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working horse. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse should work at a forward speed while remaining under control at all times. Note: This is not a timed event, and excessive speed will be penalized. Horses are exhibited with light contact or on a relatively loose rein without requiring restraint; a full drape of rein is penalized. Overall manners, responsiveness of the horse, and timely transitions in a smooth and correct manner, as well as the quality of movement are of primary consideration. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver.

Class Routine

This is strictly an individual pattern class; no rail work is required. Each horse will work individually, performing the maneuvers as depicted in the three available patterns. The overall cadence and performance of the gaits should be as described below, with an emphasis on forward movement, and free-flowing and ground-covering gaits. Transitions should be performed where designated, with smoothness and responsiveness. Horses may cross-enter from western pleasure to ranch riding. The required gait maneuvers will include the walk, trot and lope in both directions and the extended trot and extended lope at least one direction, as well as stops and a back. Maneuvers may be arranged in various combinations with final approval by the judge.

No time limit has been set for performing the pattern, and excessive/uncontrolled speed should be penalized.

The use of natural logs is encouraged. Posting or standing at the extended trot is acceptable. Touching or holding the saddle horn is acceptable.

Tack and Attire

1. Refer to Western and Tack and Attire starting on Page 9.
2. Trimming inside ears is discouraged. Trimming bridle path is allowed. Trimming fetlocks or excessive (long) facial hair is allowed.
3. Equipment with silver should not count over a good working outfit. Excessive silver on bridles and saddles is discouraged.
4. We suggest competitors use a breast collar and a rear cinch.
5. Prohibited: tail extensions, mechanical hackamores, draw reins, tie-downs, martingales, cavesson nosebands, crops, bats, whips, roping reins.

Ranch Riding Gaits

Walk – The walk is a natural, flat-footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level or slightly above level topline with a bright, attentive expression.

Trot – The trot is a natural two-beat gait demonstrating more forward motion than the western jog.

Extended trot – The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above-level topline.

Lope – The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward-moving stride.

Extended lope – The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above-level topline with a bright, attentive expression.

Scoring

A. Scale

Each performance should be scored on a scale of 0 to 100, with 70 denoting average. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1½ to minus 1½. Maneuver scores are to be determined and assessed independently of penalty points.

Excellent	+ 1½
Very Good	+ 1
Good	+ ½
Average	0
Below Average	– ½
Needs Improvement	– 1
Not Acceptable	– 1½

B. Ranch Riding Penalties

A contestant shall be penalized each time the following occur:

1-point penalties

- Too slow (per gait)
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Break of gait at walk or trot for two strides or less

3-point penalties

- Break of gait at walk or trot for more than two strides
- Break of gait at lope
- Wrong lead or out of lead
- Draped reins (per maneuver)
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Severe disturbance of any obstacle

5-point penalties

Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10-point penalty

Unnatural ranch horse appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Placed below horses performing all maneuvers (cannot receive higher than a white ribbon)

- Eliminates or includes a maneuver
- Incomplete maneuver

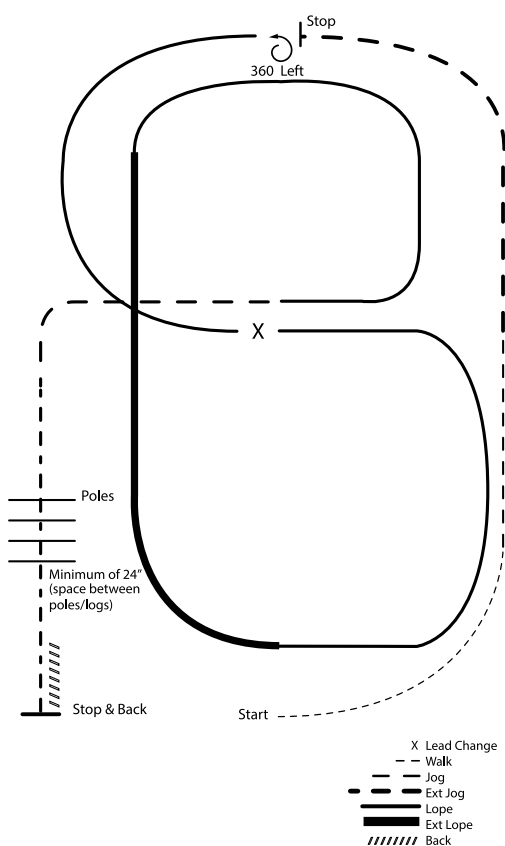
0 score (receives a white ribbon)

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful abuse
- Major disobedience or schooling
- Lameness

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

No specific penalties will be incurred for over/underspins but deduction may be made in maneuver score.

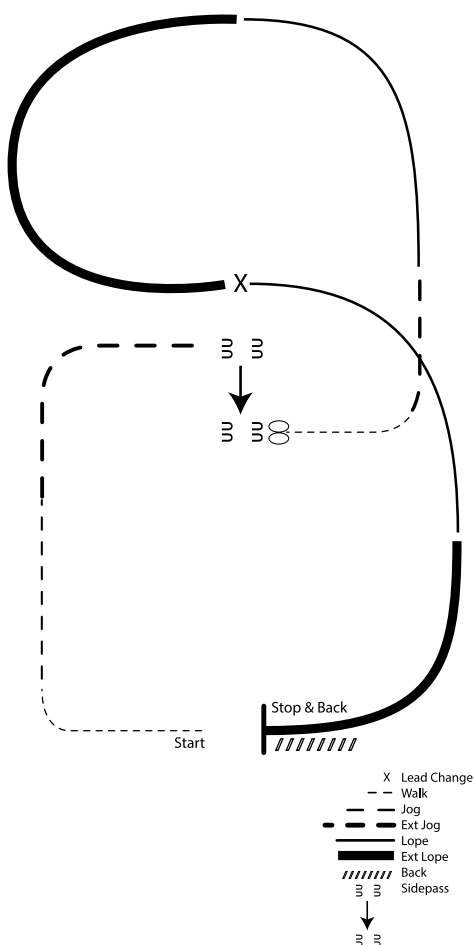
Ranch Riding – Pattern 1



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

Illustration courtesy of the AQHA

Ranch Riding – Pattern 2



1. Walk to the left around corner of the arena
2. Trot
3. Extended trot alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360-degree turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend the lope
13. Stop and back

Illustration courtesy of the AQHA

[illegible]

A dark grey silhouette of a horse in motion, facing right. The horse is depicted in a dynamic pose, with its front legs extended forward and its hind legs pushing off. The mane and tail are slightly flowing, suggesting movement. The entire silhouette is set against a plain white background.

Hunt Class Routines

■ Hunter Under Saddle

Description

Hunter under saddle is designed to demonstrate a horse's brokenness, consistency and quality of movement for the potential to become a working hunter. Hunters suitable to purpose 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 proper cadence. The hand gallop is an optional gait that shows a definite lengthening of the stride with a noticeable difference in speed. When performing this gait, the horse always should be under control and easily stopped or transitioned as instructed by the judge. 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 carry their head in a relaxed and natural position and should not be overflexed at the poll. Light contact with the horse's mouth should be maintained at all times. Horses should be responsive and smooth in transition between gaits. Proper impulsion from behind should be maintained in all gaits to allow for proper self-carriage. Horses should appear the same when traveling both directions of the arena. Horses should be judged according to their breed rules and standards.

Class Routine

Horses are to enter the arena single file at a walk or trot as directed by the judge. Horses shall demonstrate a walk, trot and canter in both directions of the arena. Horses always should be reversed away from the rail and never should be asked to reverse at a canter. When working on the rail, slower-moving horses should remain closest to the rail and any passing should be done on the inside (toward the middle of the arena) of the slower-moving horse. Adequate space should be created between the passing horses before returning to the rail. A rider never should pass between another horse and the rail. At the judge's discretion, horses may be backed individually in the center of the arena or as a group on the rail. Horses should back easily and stand quietly. The judge may ask for additional work from any or all contestants, including but not limited to: extended trot or hand gallop, reverse at walk or trot, stop from any gait and transition between gaits. An extended gait should be a lengthening of the stride and more reach from the shoulder with very little change in the speed of the animal. Excessive speed will be penalized. Riders will not be asked to dismount unless the judge requests an equipment check. Never more than 12 horses to hand gallop at one time.

Tack and Attire

1. Refer to the sections on English Tack and Attire for Performance starting on Page 15.
2. Saddle should be suited to the rider's ability and size.
3. Prohibited: mechanical hackamores, draw reins, tie-downs, martingales, protective boots or leg wraps, crops, bats, whips, roping reins.

Scoring

Each gait in this class should be ranked on a scale of good, average or below average. A horse receiving mostly above-average marks should receive a blue ribbon. Horses scoring average in most fields should receive a red ribbon and horses scoring below average for the majority of the class should receive a white ribbon. A description of gaits and appropriate score follows.

Hunter Under Saddle Gaits

Gait	Good	Average	Below Average
Walk	Ground covering, flat-footed, four-beat gait. The horse is alert, with a stride that maintains rhythm, flow and cadence, and travels straight with light contact from reins. Reaches from shoulder and tracks up from behind	Slow, non-rhythmical gait, appears to be relaxed at times, demonstrates a bright and attentive appearance at times, slight handling by rider, maintains forward motion but slows down at times lacking rhythm.	Stopping and starting, nervous jogging, uneven pace with little to no cadence, lacks flow and may appear intimidated or appear to march, obvious handling
Trot	Smooth, two-beat diagonal gait, consistent speed. Horse utilizes topline by rounding back and driving evenly off its hind legs, creating impulsion and suspension while remaining soft and controlled. Horse moves correctly in accordance to breed standards. Excellent manners and great expression, appearing relaxed and happy	Has two-beat diagonal gait with left front and right hind foot touching ground simultaneously and the right front and left hind doing the same. Relaxed in appearance and pleasant expression, is shown on light contact and appears to go forward with some extension to stride, cadenced and rhythmical for most of the class	Lacks flow or balance in motion, has little to no drive, causing loss of forward motion and lack of cadence and rhythm. Misbehaving and unwillingness is evident throughout the ride. Lacks the length of stride and fluid movement from the shoulder and hocks
Canter	Cadenced three-beat gait, consistent, round back, deep stride with rear legs, good lift and self-carriage. This horse may have suspension, impulsion and elasticity to his movement.	Cadenced, consistent at times, requires more guidance from the rider, demonstrates some drive from behind, appears relaxed with some self-carriage	Unbalanced head carriage, lacking three-beat canter, fast, requires lots of guidance, lacks drive off of hocks, is not relaxed in appearance
Extended Trot	Good lengthening of stride, stays steady with head, horse stays smooth	Slight increase in speed, requires more guidance	Inconsistent speed, failure to increase stride length, breaks gait, pushy
Hand Gallop	Definite lengthening of stride with noticeable difference in speed. Horses should be under control at all times	Does not challenge the gait, but shows some noticeable change in speed	Unwillful, disrespectful or playful attitude, no speed increase, required guidance

Gait	Good	Average	Below Average
Back	Responsive, backs straight and willingly, balanced with one fluid movement, backs without gapping the mouth with light contact and without hesitation	Slight hesitation, backs crooked, some extra guidance is obvious	Throws head, pulls on bit, fails to back, gaps mouth with resistance to rider
Attitude	Ears forward, tail quite, travels on a reasonably loose rein, attentive to rider's cues, looks straight through bridle when traveling, remains quiet at the bit, maintains constant speed (rhythm) and cadence, demonstrates smooth transitions with little handling	Lacks attentiveness, requires handling from rider from time to time, may exhibit some mouthing on the bit, requires some guidance from time to time, transitions are correct but may lack some smoothness in headset and promptness	Pinned ears, wringing of tail, consistent chomping and mouthing of bit, horse requires constant fixing and checking by rider, horse is pushy during transitions.

Faults to be scored according to severity:

1. Quick and short strides
2. Excessive nosing out
3. Failure to maintain light contact with horse's mouth
4. Stumbling
5. Delay in taking appropriate gait when called for
6. Breaking gait
7. Being on the wrong lead

Severe Faults

Should not place above any rider who does not incur a fault — may receive a white ribbon

1. Incorrect lead or break of gait that is not corrected
2. Touching the horse
3. Grabbing any other part of the saddle
4. Exhibiting a four-beat gait at the canter or trot
5. Excessive speed
6. Horse requires excessive handling by the rider to maintain control

Disqualifications

Should receive the lowest ribbon placing — white ribbon

1. Failure to wear correct number
2. Willful abuse
3. Spurring or cropping in front of the shoulder
4. Severe disobedience or resistance by horse, including but not limited to rearing, bucking or pawing
5. Loss of control of the horse
6. Excessive schooling or training
7. Illegal equipment
8. Illegal use of hands on rein

■ Hunt Seat Equitation

Description

Hunt seat equitation is designed to evaluate the ability of the hunter rider to perform various maneuvers on the horse, which provides a base for natural progression to over fence classes. Judges evaluate the rider's ability to perform various maneuvers in harmony with the horse. This class measures communication between horse and rider position and performance. The judge evaluates the rider and pattern on correctness, quality and degree of difficulty. The judge is looking for a stylish ride, one with smoothness, confidence, poise and precision in the pattern while maintaining correct body position. Cues and aids should be subtle.

Class Routine

Each exhibitor will be asked to perform an individual pattern. Patterns will vary, but may include any maneuver normally required in a hunt seat class; a list of possible tests is shown on Pages 78 and 79. All patterns must include a trot, canter (with the exception of a walk-trot only class) and back. Horses' gaits are to be ridden with the same cadence and speed as you would find in the hunter under saddle class. Light contact should be kept with the horse's mouth at all times. All ties will be broken at the discretion of the judge.

Following the pattern, horses may be asked to work one or both ways of the arena at the walk, trot and canter. The judge may ask for additional work from any horse. The judge must ask for the back in the pattern or on the rail. Riders will not to be asked to jump during hunt seat equitation.

Horses are to be reversed to the inside (away from the rail). Horses may be required to reverse at the walk or trot at the discretion of the judge. Horses will not be asked to reverse at the canter.

Tack and Attire

1. Refer to English Tack and Attire for Performance starting on Page 15.
2. Saddle should be suited to the rider's ability and size.
3. **Prohibited:** mechanical hackamore, draw reins, tie-downs, martingales, protective boots, leg wraps, roping reins.

Showing Horse in Ring

Presentation and Position of Exhibitor

Hands should be over and in front of horse's withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time. Riders' eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with horse. Irons should be on the ball of the foot. Iron or stirrup leather may not be connected by string or any other material to the girth.

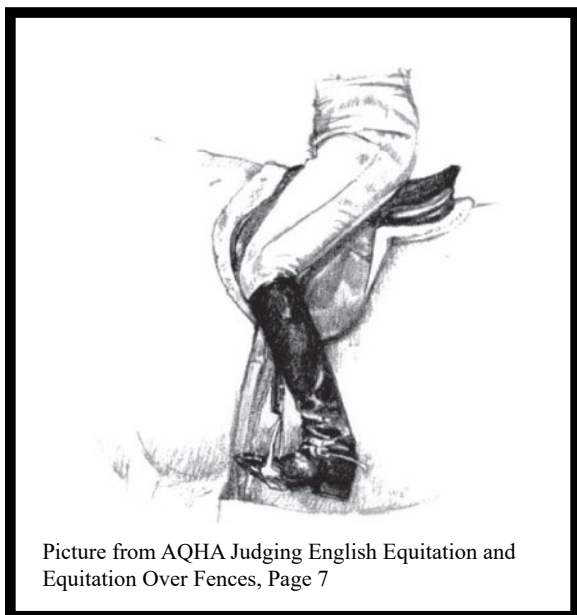
Presentation and Position of Horse

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

Performance

The exhibitor should perform the work accurately, precisely, smoothly and with a reasonable amount of promptness in a hunter like pace that is suitable to the purpose. Increasing speed of the maneuvers performed increases the degree of difficulty; **however, accuracy and precision should not be sacrificed for speed.** Exhibitors who perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection or cadence of a hunt-type horse will be penalized. The horse should perform all maneuvers in the pattern willingly, briskly and readily, with minimal visible or audible cueing. Severe disobedience will not result in a disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor who completes the pattern correctly. The horse should track straight, freely and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The horse's head and neck should be straight and in line with its body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern. The stop should be straight, square, prompt, smooth and responsive, with the horse maintaining a straight body position throughout the maneuver. The back should be smooth and responsive. Turns should be smooth and continuous.

Figure 17. Examples of Proper Leg Position

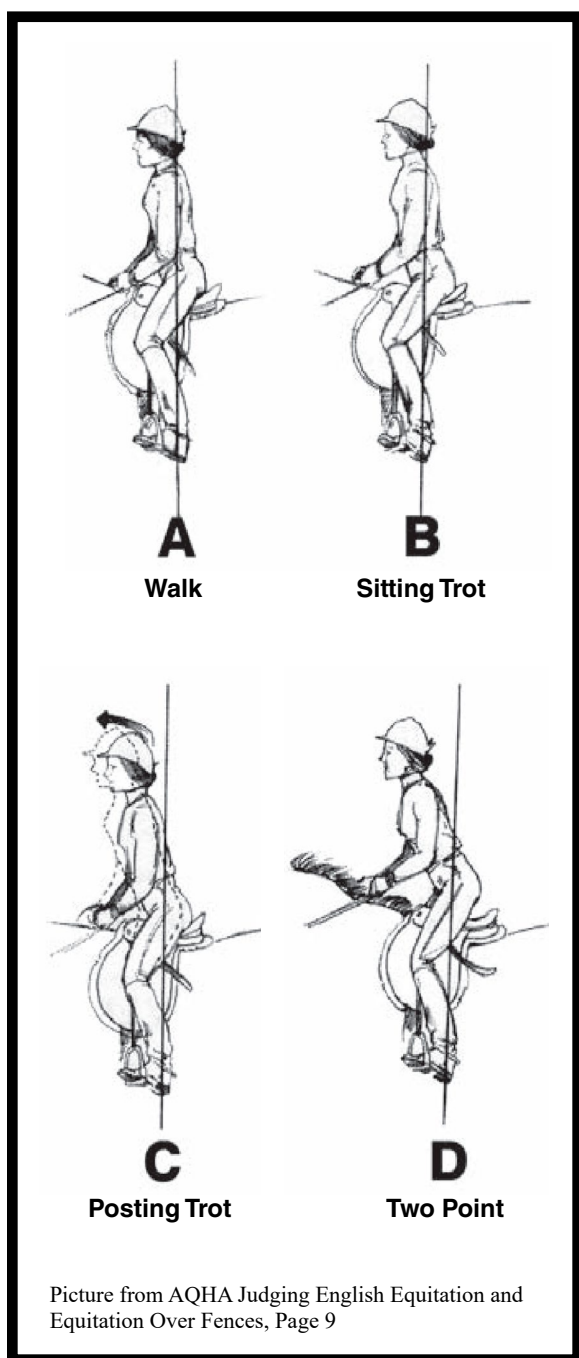


A simple or flying change of lead should be executed precisely at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

Faults

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor who incurs a severe fault avoids elimination but should be placed below all other exhibitors who complete the pattern correctly.

Figure 18. Correct Body Position at Different Gaits



Minor faults – Deduction of 3 points

- Break of gait at walk or trot up to two strides
- Over/under turn from one-eighth to one-fourth
- Tick or hit of cone
- Obviously looking down to check leads or diagonals

Major faults – Deduction of 5 points

- Not performing the specific gait or not stopping when called for in the pattern within 10 feet (3 meters) of designated area
- Missing a diagonal up to two strides in the pattern or on the rail
- Incorrect lead or break of gait (except when correcting an incorrect lead) at the canter
- Break of gait at walk or trot for more than two strides
- Complete loss of contact between rider's hand and the horse's mouth
- Loss of iron
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation

Severe faults – Deduction of 10 points (avoids disqualification but should be placed below other exhibitors who do not incur a severe fault; receives white ribbon):

- Loss of rein
- Missing a diagonal for more than two strides
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Blatant disobedience, including kicking, pawing, bucking and rearing
- Spurring or use of crop in front of the girth
- Touching the horse
- Incorrect lead or break of gait that is not fixed but exhibits at least one stride of the correct gait

Disqualifications (should be placed last; receives white ribbon) include:

- Failure to display correct number
- Abuse of horse or schooling
- Fall by horse or rider
- Illegal equipment or illegal use of hands on reins
- Use of prohibited equipment
- Off pattern, including: knocking over cone or wrong side of cone or marker; never performing desired gait or lead; over or under turning more than one-fourth turn.
- Complete loss of control of the horse

Scoring

The following is a suggested scoring system to keep judges organized and allow for educational learning opportunities for exhibitors. We highly recommend that score sheets are utilized and turned in to show management so exhibitors can assess and grow from them. Preferably, show management will provide a scribe to allow the judges to keep their eyes on the exhibitor at all times.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. **Exhibitors overall form and effectiveness (F&E)** should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

Breakdown of possible scores:

- **90 to 100 – Excellent** equitation, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely while demonstrating a high level of professionalism.
- **80 to 89 – Very good** rider who executes the pattern as well as correct equitation and use of aids. Excellent rider who commits a major fault.
- **70 to 79 – Good** pattern execution and average equitation lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider who commits a major fault or an excellent rider who commits a severe fault.
- **60 to 69 – Fair** pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevent effective equitation; or a good rider who commits a major fault in the performance of the pattern. A very good rider who commits a severe fault.
- **Less than 59 – Good** rider with one severe or multiple major/minor faults; excellent or very good rider who commits multiple, and/or combination of, severe, major or minor faults in the performance. A rider who demonstrates a lack of riding ability and knowledge of correct body position.

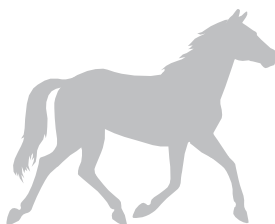
Optional List of Tests for Hunt Seat Equitation

1. Back
2. Ride in *two-point position*
3. Sitting trot and/or extended trot
 - At the sitting trot, the upper body is only slightly in front of the vertical. At the extended trot, the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.
4. Hand gallop
 - Ridden in the two-point position. Pelvis should be forward, but relaxed, lifting the rider's weight off the horse's back and transferring weight through rider's legs. In this position, the two points of contact between horse and rider are the rider's legs. Hands should be forward, up the neck, not resting on the neck.
5. Halt and stand quietly
6. Figure 8 at a trot, demonstrating change of diagonals
 - At left diagonal, rider should be sitting the saddle when left front leg of horse is on the ground; at right diagonal, rider should be sitting in saddle when right

front leg of horse is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close the hip angle to allow the torso to follow the horizontal motion of the horse. The upper body should be inclined about 20 degrees in front of the vertical when posting.

7. Figure 8 at a canter (simple or flying lead changes)
8. Disengage feet from irons and ride without irons for a brief period of time. (No more than one minute at a trotting pace is recommended). Re-engage feet into irons.
 - If riders are asked to drop their irons, they can leave them down or cross them over the withers
9. Execute *serpentine* at a trot and/or canter
10. *Canter on the counter-lead*
11. Turn on the *forehand* and/or a turn on the haunches
 - A turn on the forehand to the right is accomplished by moving haunches to the left. A forehand turn to the left is accomplished by moving haunches to the right
12. Change leads down the center of the ring (simple or flying lead changes)
13. Addressing the reins
 - At the halt/stop, dropping your reins on your horse's neck to demonstrate a calm, relaxed horse that will confidently stand still, followed by picking up both reins simultaneously to hold back in the correct position.
14. Leg-yield
 - Horse should move forward and lateral (sideways) in a diagonal direction with the horse's body straight with a slight flexion of the head in the opposite direction of lateral movement. When horse yields right, the head is slightly (just enough to see the eye of the horse) to the left. A horse yielding to the left, the head is slightly flexed to the right.

Note: These are just a few options from which the judge may choose.



■ Hunter Hack

Description

The purpose of hunter hack is to give horses an opportunity to show their expertise over fences and on the flat. Hunter hack is a combination of working hunter and hunter under saddle. This class is a combination of two fences and rail work. The class is judged on style over fences, even hunting pace, manners, flat work and way of going.

Class Routine

Horses will jump the two fences. These fences should be set in a line placed at any increment of 12 feet apart, but no less than 36 feet apart. A ground pole is required for each jump. Horses should meet the fences squarely and at the center of each jump. At the discretion of the judge, riders may be asked to hand gallop, pull up or back and stand quietly following the last fence. After jumping the two fences, riders will be asked to complete group rail work. Rail work will include horses shown at the walk, trot and canter with light contact. The judge is looking for a horse that travels and works like a hunter under saddle horse, demonstrating a free-moving, ground-covering stride while keeping a relaxed topline and traveling with light contact. Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a minimum of 30 percent for work on the flat.

The suggested heights for Hunter Hack are as follows:

- 11 and under: 12 to 18 inches
- 12 to 14: 18 to 24 inches
- 15 and older: 24 to 30 inches

Tack and Attire

1. Refer to English Tack and Attire for Performance starting on Page 15.
2. **Optional:** breastplates
3. **Prohibited:** protective boots, martingales, neck straps

Scoring

A. Scored on a scale of 0-100

1. **90 to 100** – An excellent performer and good mover that jumps the entire course with cadence, balance and style.
2. **80 to 89** – A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
3. **70 to 79** – The average, fair mover that makes no serious faults but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
4. **60 to 69** – Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
5. **50 to 59** – A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross-canter or drops a leg.

6. **30 to 49** – A horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
7. **10 to 29** – A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.

B. Jumping - 70 percent of total

1. Faults

- a. Knockdowns – major
- b. Runouts – major
- c. Disobediences – major
- d. Refusals – major
- e. Wrong lead or diagonal
- f. Unnecessary circling
- g. Excessive speed or slowness
- h. Breaking gait
- i. Stumbling
- j. Ticking or rubbing
- k. Nosing out or overflexion
- l. Failure to maintain light contact
- m. Head carriage too high or too low for the breed

2. Elimination — Should receive the lowest possible ribbon — white ribbon

- a. Three cumulative disobediences, including refusal, stop, runout or extra circling
- b. Jumping an obstacle before it is reset
- c. Bolting from the arena
- d. Off course
- e. Deliberately *addressing an obstacle*

C. Flat Work - 30 percent of total

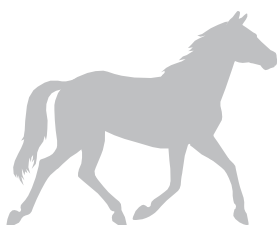
1. Judged like a hunter under saddle class

2. Credits

- a. Ground-covering and free-moving strides
- b. Impulsion
- c. Cadence
- d. Relaxed topline
- e. Prompt transitions
- f. Style and manners

3. Faults to be scored accordingly, but not necessarily cause disqualification during the rail work, include:

- a. Loss of cadence
- b. Wrong leads
- c. Excessive speed (any gait)
- d. Excessive slowness (any gait)
- e. Failure to take gait when called
- f. Stumbling
- g. Break of gait
- h. Excessive opening of mouth
- i. Inconsistency in speed
- j. Quick, choppy strides
- k. Failure to maintain light contact with the bit
- l. Head carried too high or too low for the breed
- m. Nosing out or flexing behind the vertical



■ Equitation Over Fences

Description

The purpose of this event is to evaluate the rider's correctness and ability over the fences. Equitation over fences is a pattern class in which contestants are given a prescribed pattern to complete. Each pattern has a set number of fences and direction of travel. The judge is looking for the rider's correct body position, followed by the ability to execute the pattern with style and precision. How a rider elects to ride the course, the pace and approach to the jumps are used to evaluate the rider's judgement and ability. Except for refusals, jumping faults of the horse are not to be considered unless they are a result of the rider's ability.

Class Routine

Courses are recommended to have at least four obstacles and jump a minimum of six fences (a fence may be jumped more than once if so designed) but no more than eight fences should be in the course design. The course is to be posted one hour prior to the class. Each course should consist of at least one change of direction. Distances between fences shall be set at 12 foot intervals. An in-and-out with one stride between fences should be 24 to 26 feet; a two-stride at 36 feet; three strides at 48 feet. An in-and-out is considered as one obstacle and never must be used as a first fence (6A and 6B on Figure 19).

Exhibitors are being judged as soon as they enter the arena. After entering the arena, contestants are permitted to make one courtesy circle before starting the course. Once the course is started, the participant should proceed around the course, keeping an even pace throughout. If a refusal occurs in an in-and-out, competitors must re-jump all obstacles in the combination. Except for refusals and knockdowns, jumping faults of the horse are not to be considered unless they are the result of the rider's ability. In case of knockdowns, the judge will determine a base score for each competitor's performance. A knockdown penalty of 4 points per obstacle will be deducted from the base score. In cases of broken equipment or the loss of a shoe, the competitor must continue or be eliminated. Once riders have completed the course, they are permitted to complete a courtesy circle. A ground line shall be used on all fences with the exception of cross-rail jumps.

The suggested heights for equitation over fences are as follows:

- 11 and under: 12 to 18 inches
- 12 to 14: 18 to 24 inches
- 15 and older: 24 to 30 inches

Tack and Attire

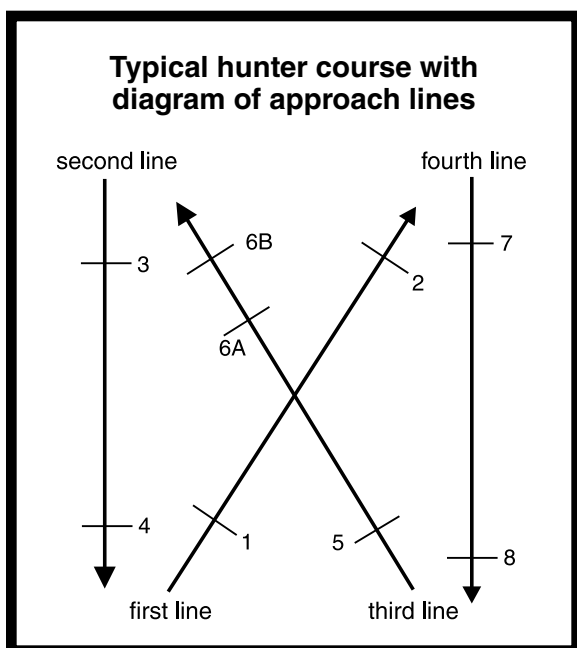
1. Refer to English Tack and Attire for Performance starting on Page 15.
2. Optional: breastplates, martingales, protective boots, neck straps for junior age group only

Scoring

A. Scale

1. Based on a score of 0 to 100, with the approximate breakdown of:
 - a. **90 to 100** – Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.
 - b. **80 to 89** – Good equitation and performance, encounters a few minor faults (long, weak distance, deep distance, one-step landing at counter-canter). Rider still maintains a good-quality ride.
 - c. **70 to 79** – Average equitation, problems with body position, (rounded shoulders, heels are not down, hands incorrect, lacks the style and presence). One major fence problem (chip with a ride up the neck, or discreet swap out, jumping off one side of jump). No dangerous fences, not a flowing course.
 - d. **60 to 69** – Major equitation faults, poor body position, loose legs and seat, failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.
 - e. **40 to 59** – Severe faults, breaking to a trot on course, counter-canter or cross canter at ends of arena, missed leads, loss of stirrups, drops reins, extra stride in combination.
 - f. **10 to 39** – Rider avoids elimination but incurs one or two refusals or knockdowns, jumps fences in a dangerous manner.
2. **Credit**
 - a. Eyes up
 - b. Correct body position
 - c. Jumping fences squarely
 - d. Release over the fences
 - e. Working the course in a steady fashion
 - f. Correct leads
 - g. Lengthening and shortening strides to accommodate the fence lengths

Figure 19. Example Course Design



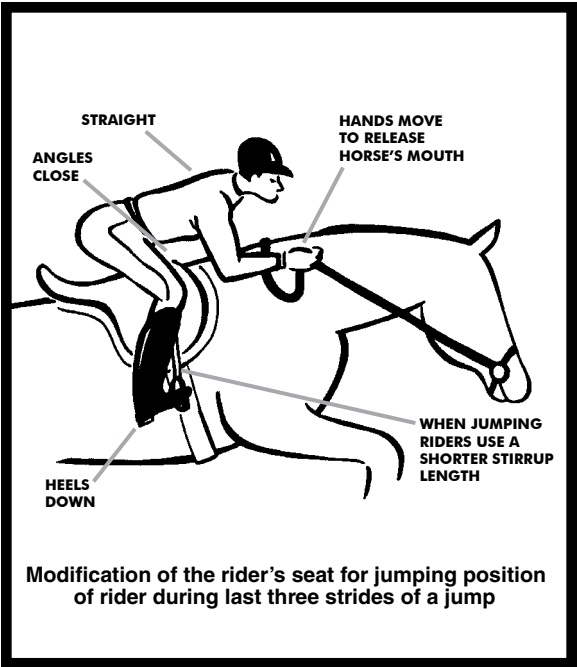
3. Faults of rider

- a. Loses upper body position over or between fences
 - b. Getting ahead or behind the jump
 - c. Incorrect stirrup positioning
 - d. Hands not moving with the motion of the horse
 - e. Reins not adjusted correctly
 - f. Dropping a rein
 - g. Rider's legs swinging with the horse
 - h. Legs out of the proper position
 - i. Heels up
 - j. Hands held too straight or too flat
 - k. Eyes down
 - l. Wrong diagonals
 - m. Inconsistent pace throughout the course
 - n. Adding or excluding strides
 - o. Excessive controlling of the horse through the course
 - p. Poor maneuvering through the course
 - q. Trot on course where it is not called for
 - r. Wrong lead or counter-cantering
 - s. Refusal
 - t. Knockdown
 - u. Blatant disobedience
 - v. Unnecessary circling
4. **Elimination** — Should receive the lowest possible ribbon — white ribbon
- a. Third **cumulative** refusal (this is for the entire course, not each jump – i.e. three refusals at one jump will result in elimination)
 - b. Jumping an obstacle before it is reset
 - c. Off course
 - d. Horse and/or rider falling in competition

B. Body Position (Figure 20)

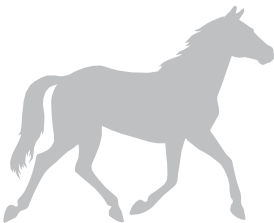
1. Head and Eyes
 - a. Head should be up
 - b. Eyes should be looking in the direction of travel
 - c. Rider should not look down at fence or noticeably look down to check lead or diagonal
2. Upper Body
 - a. Shoulders should stay open and square
 - b. Hip angle should be closed more as the rider goes over the fence
 - c. Back should remain straight, not slouched or too stiff
3. Arms and Hands
 - a. Elbows should be bent between fences and while approaching the fences, but should straighten to release the horse as the jump is completed
 - b. Hands should be slightly tipped toward each other
4. Legs
 - a. Should have a slight bend
 - b. Leg position should stay at the girth
 - c. Leg should be solid and should not move with the horse
 - d. Heels should be down
 - e. Toes run parallel or slightly tipped out in a comfortable position

Figure 20. Example of Proper Body Position



Adapted from AQHA Judging English Equitation and Equitation Over Fences, Page 19

Distance (strides)	2'6"	2'9"	3'
3 (16 paces)	47'	47'6"	48'
4 (20 paces)	59'	59'6"	60'
5 (24 paces)	70'6"	71'	72'
6 82'	82'6"	84'	
7 93'6"	94'	96'	
1	(8 paces)		24'
2	(12 paces)		36'
Bounce	(4 paces)		12'
6 feet take off			
6 feet to land			



Timed Riding Classes

■ Pole Bending

Description

Pole bending is a timed event. The pole bending pattern is to be run around six poles, spaced 21 feet apart, that horses and riders weave through at a high rate of speed. A horse may start to the right or left of the first pole and then run the remainder of the pattern accordingly (Figure 19).

Class Routine

Contestants are to enter the arena at a walk, and the arena gate must be closed immediately after the rider enters the arena and kept closed until the pattern is completed and the horse is under control. After the gate is closed, the contestant may begin. Time shall begin and end as the horse's nose crosses a clearly visible start/finish line. An electric eye and backup stopwatch are recommended for timing. If an electric eye is not available, two stopwatches should be used.

Preferably, a minimum of 75 feet should be allowed for stopping from the start/finish line back to the arena fence. The distance from the start/finish line to the first pole shall be 21 feet, and spacing between poles shall be 21 feet. End pole must be 20 feet, minimum, from the fence.

Poles shall be set on top of the ground and be 6 feet in height. The base must be made of plastic or rubber, and the poles must be arranged in a straight line. The ground should be raked or renovated as warranted to maintain similar conditions for all contestants. We recommend that drags/rakes be conducted before the start of pole bending and after every 10 head; show management may drag more/less frequently.

In the event of a tie (for the winner), the riders will re-ride to break the tie.

Contestants may touch a pole with their hand in pole bending.

Tack and Attire

1. Refer to Western and English Tack and Attire for Performance starting on Page 9.
2. **Optional:** hackamore, gag bits, bats, crops, over and unders, tie-downs, martingales, closed reins, protective boots. A rubber band with a maximum width of ¼ inch may be used on the stirrup during the competition, but feet may not be tied, buckled or fastened by any other means.
3. Judges may prohibit bits/equipment considered severe.

Scoring

A. Danish System

1. All ribbon divisions are at the discretion of the judge. General guidelines follow:
 - a. **Blue ribbon** – Rider has complete control of horse's direction and speed; horse expresses a willing attitude; exhibitor uses proper aids to perform class; a clean run is executed and pattern is completed with the **added difficulty of speed**.
 - b. **Red ribbon** – Rider appears to understand the pattern **but lacks speed**; an excellent rider who only knocks one to two poles; horse shows ability but rider lacks horsemanship skills necessary to control horse with the added difficulty of speed, or lacks the necessary precision to obtain a blue.
 - c. **White ribbon** – Incompletion of pattern, disqualification, three or more poles knocked down, loss of forward motion, failure to follow the course, unable to maintain gait, a no-time penalty, failure of helmet to stay on top of head during run, **extremely slow pattern**, rider shows little to no understanding of the skills required for the class, horse is unwilling to work or anticipates rider's cues.
2. The judge has the final decision on all ribbon placings.

B. Penalties

1. **5 Seconds**
 - a. Knocking over a pole, per pole
 - b. Horse is led into the arena past the plane of the in-gate
2. **No time** – should receive the lowest ribbon possible – white ribbon
 - a. Pattern is started before gate is closed
 - b. Horse recrosses start/finish line at any time before pattern is completed
 - c. Extra loops in pattern
 - d. Use of bat, spurs, whip or quirt ahead of the cinch
 - e. Excessive use of bat, whip, quirt, over-and-under
 - f. Not following the pole bending pattern
 - g. A broken pattern shall be defined as breaking forward motion to retrace one's tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace the rider's tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

Upright Poles
At Position
Marked X

OR

21'

21'

21'

21'

21'

21'

21'

Start and
Finish Line

A dark grey silhouette of a horse in motion, facing right. The horse is depicted in a trotting or running pose, with its legs extended. The mane and tail are slightly flowing. The silhouette is set against a plain white background.

■ Barrel Racing

Description

Barrel racing is a timed event. Exhibitors race against the clock, following a course consisting of three barrels in a triangular “cloverleaf” pattern. The cloverleaf pattern is the only approved pattern for barrel racing (Figure 20). A horse may start to the right or left barrel and then run the remainder of the pattern accordingly.

Class Routine

Contestants are to enter the arena at a walk, and the arena gate must be closed immediately after the rider enters the arena and kept closed until the pattern is completed and the horse is under control. After the gate is closed, the contestant may begin. Time shall begin and end as the horse’s nose crosses a clearly visible start/finish line. An electric eye and backup stopwatch are recommended for timing. If an electric eye is not available, two stopwatches should be used.

The arena conditions will determine the distance the barrels can be apart, provided they are at least 20 feet from the fence. Barrels 1 and 2 shall be 20 yards (60 feet) maximum from the start/finish line. The maximum distance between barrels 1 and 2 shall be 30 yards (90 feet). The maximum distance between barrels 1 and 2 and barrel 3 shall be 35 yards (105 feet). Preferably, a minimum of 75 feet should be allowed for stopping from the start/finish line back to the arena fence. We recommend that plastic barrels (55 gallons) are utilized for safety.

The ground should be raked or renovated as warranted to maintain similar conditions for all contestants. We recommend that drags/rakes be conducted before the start of a barrel race and after every 10 head; show management may drag more/less frequently.

In the event of a tie (for the winner), the riders will re-ride to break the tie.

Contestants may touch a barrel with their hand in barrel racing.

Tack and Attire

1. Refer to Western and Tack and Attire for Performance starting on Page 9.
2. **Optional:** hackamore, gag bits, bats, over and unders, tie-downs, martingales, closed reins, protective boots
3. A rubber band with a maximum width of ¼ inch may be used on the stirrup during competition, but feet may not be tied, buckled or fastened by any other means.
4. Judges may prohibit the use of bits or equipment they consider severe.

Scoring

A. Danish System

1. All ribbon divisions are at the discretion of the judge. General guidelines follow:
 - a. **Blue ribbon** – Rider has complete control of horse’s direction and speed; horse expresses a willing attitude; exhibitor uses proper aids to perform class; a clean run is executed and pattern is completed with the **added difficulty of speed**.

- b. **Red ribbon** – Rider appears to understand the pattern **but lacks speed**; an excellent rider who only knocks one to two barrels; horse shows ability but rider lacks horsemanship skills necessary to control horse with the added difficulty of speed, or lacks the necessary precision to obtain a blue.
 - c. **White ribbon** – Incompletion of pattern, disqualification, three or more barrels knocked down, loss of forward motion, failure to follow the course, unable to maintain gait, a no-time penalty, failure of helmet to stay on top of head during run, **extremely slow pattern**, rider shows little to no understanding of the skills required for the class, horse is unwilling to work or anticipates rider's cues.
2. The judge has the final decision on all ribbon placings.

B. Penalties

1. 5 Second

- a. Knocking over a barrel, per barrel
- b. Horse is led into the arena past the plane of the in-gate

2. No Time – should receive the lowest ribbon placing – white ribbon

- a. Pattern is started before gate is closed
- b. Horse recrosses start/finish line at any time before pattern is completed
- c. Extra loops in the pattern
- d. Use of bat, spurs, whip or quirt ahead of the cinch
- e. Excessive use of bat, whip, quirt, over-and-under
- f. Not following the cloverleaf pattern
- g. A broken pattern shall be defined as breaking forward motion to retrace the contestant's tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace the rider's tracks, this would be considered a broken pattern.

Figure 22. Barrel Racing Pattern

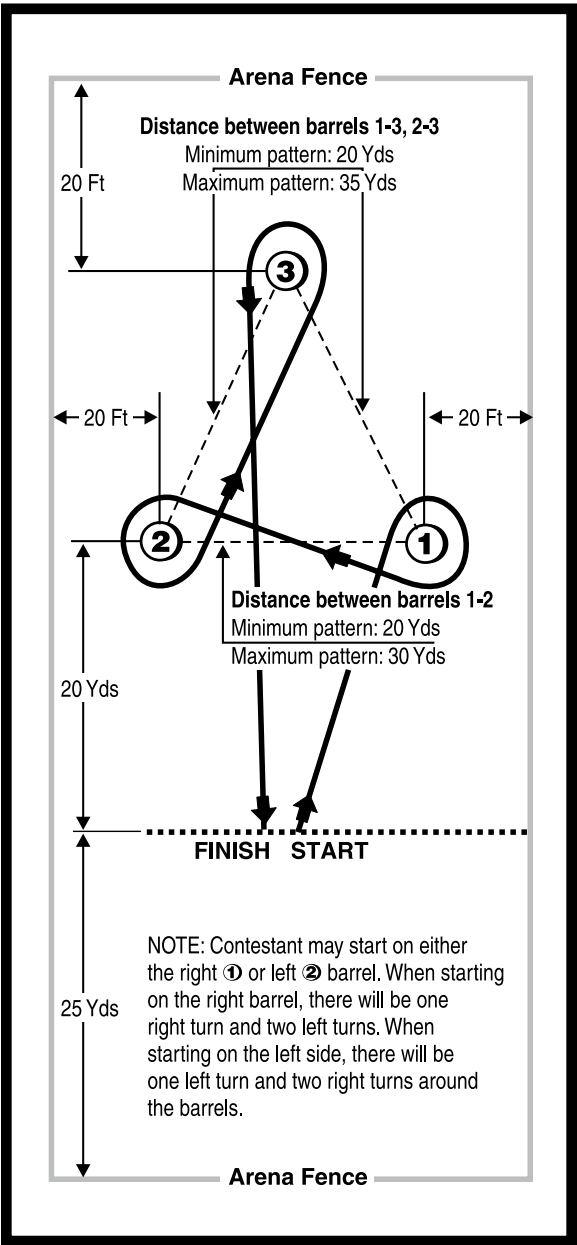
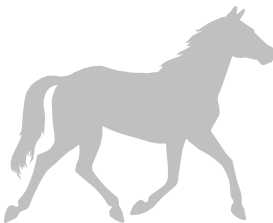


Illustration courtesy of the AQHA



■ Goat Tying

Description

Goat tying is a timed event (30-second time limit). Time will be taken between two flags. A clearly visible start line shall be provided, and the horse's nose will start the time when it crosses the start line. Time stops when the contestant signals the completion of the tie. The stake and start line will be permanently marked for the entire class.

Class Routine

Contestants are to enter the arena at a walk, and the arena gate must be closed immediately after the rider enters the arena and be kept closed until the run is finished and the horse is caught and under control. After the gate is closed, the contestant may start. Time shall begin when the horse's nose crosses a clearly visible start line. Two stopwatches with flaggers are required. If using an electric eye, backup stopwatches and flaggers are required.

The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from the horse, throw the goat by hand and cross, wrap and tie by hand at least three feet together with a leather string, pigging string or rope. Boys may use calf-tying pigging string (in which the front foot is strung, then feet are wrapped and tied). No wire is to be used in the goat string. If the goat is down when the contestant reaches it, the goat must be elevated high enough that it has the opportunity to regain its feet.

Legs must remain crossed and secure for six seconds after completion of the tie. The contestant must move away from goat a minimum of 3 feet before the six-second time limit on the tie will start. During the six-second time period, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take unfair advantage and will result in a disqualification. To qualify as a legal tie, the contestant must make at least one complete wrap around at least three legs and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitches. We recommend that a "three bone cross" (one front and two back legs) be utilized.

The arena gate that is entered should be at least 15 yards from the starting line. No set distance from the starting line to the stake is required, but 100 feet is desirable. Arena conditions should govern distance. The goat is to be tied to a stake with a rope that is 10 feet in length from snap to snap. The stake is to be pounded completely into the ground, with no part of it visible. The stake is to be placed in the ground for the entire event. The stake shall be a minimum of 50 feet from the back fence.

In the event of a tie (for the winner), the riders will re-ride to break the tie.

Goats

Goats must be uniform in size and weight (40 to 50 pounds). **Sharp horns shall be tipped. Pigmy goats are not allowed to be used in the goat tying event.** The goat must be held by the collar at the end of the rope in a vertical position from the starting line until time begins (when the flag drops for the start of time, the goat holder then must release the goat and move to a position that is clear of the goat and the field flagger). Collars should be the same and snug. All goats to be used will be tied a maximum of five times before another run on the goats can begin. Enough goats must be supplied so that no more than 15 contestants will be required to tie the same goat. The following scale shall be used:

# of Contestants	# of Goats
1 – 45	4
46 – 60	5
61 – 80	6
81 – 100	7

The procedure used to draw goats shall be as follows:

All available goats, based upon the required number in the herd, will be used. The draw must take place in a public place and be posted prior to the event starting.

Example:

Contestants Entered: 22
Goats in the Herd: 4
Goat Tag Numbers: 1, 2, 3, 4
Random Draw Was: 3, 1, 2, 4, 2

Contestant Order:

Contestants #	Goat #
1	3
2	3
3	3
4	3
5	3
6	1
7	1
8	1
9	1
10	1
11	2
12	2
13	2
14	2
15	2
Contestants #	Goat #
16	4
17	4
18	4
19	4
20	4
21	2
22	2

Once draw has been posted, all “nonties” (un-notified turn-outs, goat did not stay tied for required six seconds, etc.) shall be counted as a run on a goat. For example:

Contestant #	Goat #	Time
1	3	10.57
2	3	11.23
3	3	11.62
4	3	Did not show up
5	3	15.89
6	1	22.62
7	1	14.22
8	1	No time (did not stay tied for six seconds)
9	1	9.87
10	1	16.14
11	2	21.51
Etc.	Etc.	Etc.

Tack and Attire

1. Refer to Western and Tack and Attire for Performance starting on Page 9.
2. **Optional:** hackamore, gag bits, bats, crops, over and unders, tie-downs, martingales, closed reins, protective boots.
3. Judges may prohibit the use of bits or equipment they consider severe.

Scoring

A. Danish System

1. All ribbon divisions are at the discretion of the judge. General guidelines follow:
 - a. **Blue ribbon** – Rider has complete control of horse’s direction and speed; horse expresses a willing attitude; exhibitor uses proper aids to perform class; a clean run is executed and pattern is completed with the **added difficulty of speed**. Flips and ties goat with efficiency and speed.
 - b. **Red ribbon** – Rider appears to understand the run **but lacks speed**; an excellent rider who may stumble; horse shows ability but rider lacks horsemanship skills necessary to control horse with the added difficulty of speed, or lacks the necessary precision to obtain a blue. Some difficulty flipping goat and lacks some precision and speed when tying goat.
 - c. **White ribbon** – Incompletion of pattern, disqualification, loss of forward motion, failure to follow the course, unable to maintain gait, a no-time penalty, failure of helmet to stay on top of head during run, **extremely slow pattern**, rider shows little to no understanding of the skills required for the class, horse is unwilling to work or anticipates rider’s cues.
2. The judge has the final decision on all ribbon placings.

B. Penalties

1. 5 Second

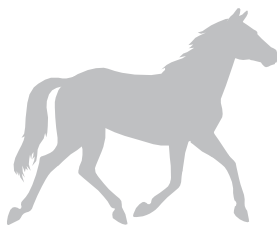
- a. Horse is led into arena past the plane of the in-gate

2. 10 Second

- a. Horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time

3. No Time

- a. Run is started before gate is closed
- b. Use of bat, spurs, whip, quirt, over and under, etc., ahead of the cinch
- c. Tie does not stay secure for six seconds
- d. If the goat should break away because of the fault of the horse
- e. Runs longer than 30 seconds



■ Keyhole

Description

Keyhole is a timed event in which contestants race against the clock for the fastest time. The keyhole pattern is to be run in between four poles. Contestants run between the poles, turn around (may turn around either direction) and run back through the same four poles (Figure 23).

Class Routine

Contestants are to enter the arena at a walk. The arena gate must be closed immediately after the rider enters the arena and kept closed until the pattern is completed and the horse is under control.

After the gate is closed, the contestant may begin. Time shall begin and end as the horse's nose crosses a clearly visible start/finish line. An electric eye and backup stopwatch are recommended for timing. If an electric eye is not available, two stopwatches should be used.

The arena conditions will determine the distance from the start/finish line to the neck of the keyhole. The keyhole pattern should be 75 feet from the start/finish line to the first two poles of the keyhole neck.

The length of the keyhole neck shall be 10 feet between poles for all age divisions. The width of the keyhole neck will be 6 feet for the junior division, 5 feet for the intermediate division and 4 feet for the senior division. (If show management prefers to use only one width for all divisions, the 5 feet width should be used).

A minimum of 30 feet will be provided from the back two poles of the keyhole neck to the back fence to allow adequate distance for the horse to turn around. Preferably, a minimum of 75 feet should be allowed for stopping from the start/finish line back to the arena fence.

Poles shall be set on top of the ground 6 feet in height and must be arranged in a straight line. The ground should be raked or renovated as warranted to maintain similar conditions for all contestants.

In the event of a tie (for the winner), the riders will re-ride to break the tie.

We recommend that drags/rakes be conducted before the start of a keyhole race and after every 10 head; show management may drag more/less frequently.

Tack and Attire

1. Refer to Western and Tack and Attire for Performance starting on Page 9.
2. **Optional:** hackamore, gag bits, bats, crops, over and unders, tie-downs, martingales, closed reins, protective boots
3. A rubber band with a maximum width of ¼ inch may be used on the stirrup during competition, but feet may not be tied, buckled or fastened by any other means.
4. Judges may prohibit the use of bits or equipment they consider severe.

Scoring

A. Danish System

1. All ribbon divisions are at the discretion of the judge. General guidelines follow:
 - a. **Blue ribbon** – Rider has complete control of horse's direction and speed; horse expresses a willing attitude; exhibitor uses proper aids to perform class; a clean run is executed and pattern is completed with the **added difficulty of speed**.
 - b. **Red ribbon** – Rider appears to understand the pattern **but lacks speed**; an excellent rider who only knocks one to two poles; horse shows ability but rider lacks horsemanship skills necessary to control horse with the added difficulty of speed, or lacks the necessary precision to obtain a blue.
 - c. **White ribbon** – Incompletion of pattern, disqualification, three or more poles knocked down, loss of forward motion, failure to follow the course, unable to maintain gait, a no-time penalty, failure of helmet to stay on top of head during run, **extremely slow pattern**, rider shows little to no understanding of the skills required for the class, horse is unwilling to work or anticipates rider's cues.
2. The judge has the final decision on all ribbon placings.

B. Penalties

1. **5 Seconds**
 - a. Knocking over a pole, per pole
 - b. Horse is led into the arena past the plane of the in-gate
2. **No time** – should receive the lowest ribbon possible – white ribbon
 - a. Pattern is started before gate is closed
 - b. Horse recrosses start/finish line at any time before pattern is completed
 - c. Extra loops in pattern
 - d. Use of bat, spurs, whip or **quirt** ahead of the cinch
 - e. Not following the Keyhole pattern
 - f. A broken pattern shall be defined as breaking forward motion to retrace one's tracks to finish the pattern and/or passing the plane of the pole on the off side.

Example: Should a contestant not enter into the neck of the keyhole and have to back up or turn around and retrace his/her tracks, this would be considered a broken pattern. Also, if a contestant does not go through the neck completely (horse weaves out of pattern between poles) either on the way into the keyhole or on the way out of the keyhole, this would be considered a broken pattern.

Figure 23. Keyhole Pattern

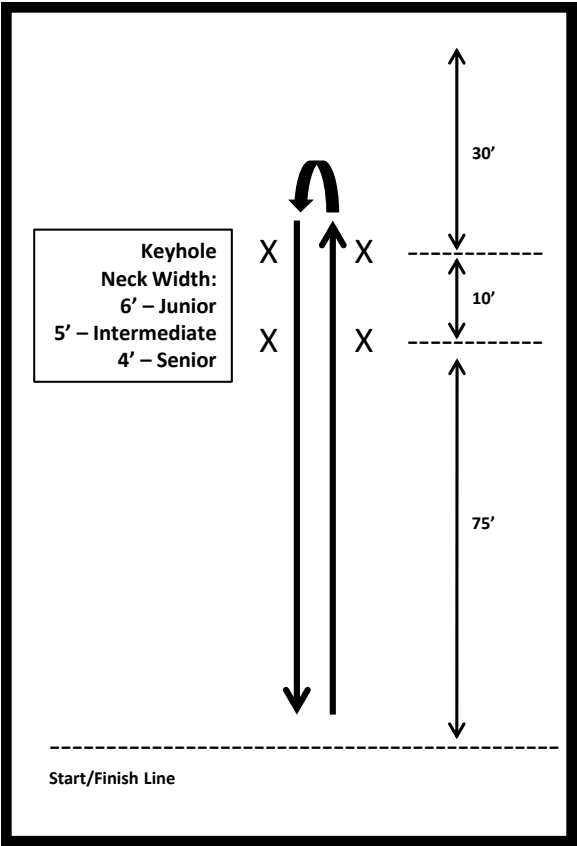
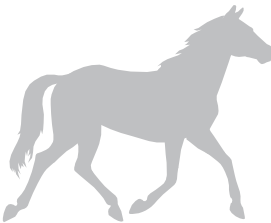


Illustration courtesy of the AQHA



Horse Show Operation and Judging Guide

This rulebook sets the standards for 4-H leaders, participants, show management and Extension educators to help establish uniformity in judging procedures at 4-H horse events held in North Dakota.

Objectives

The purpose of the horse project is to help North Dakota youth:

1. In character development
2. Develop leadership, work ethic, sportsmanship and other desirable character traits
3. Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities
4. Acquire skills and basic knowledge in horsemanship
5. Develop a sense of ethics in animal husbandry
6. Experience pride in owning, managing and caring for horses

Use of 4-H Name and Emblem at Horse Shows

1. When the letters “4-H” or the emblem of the four-leaf clover is used in connection with any horse show, the management must have in writing the approval of the NDSU Extension county office or Center for 4-H Youth Development.
2. Individuals or organizations sponsoring horse shows for their individual gain need to use “Junior Horse Show,” not “4-H Horse Show.”
3. The official 4-H emblem consists of a green, four-leaf clover with a stem and the letter “H” in white or gold on each leaflet. When used, the 4-H club name and emblem must be given a position of prominence. Superimposing any letter, design or object on the 4-H emblem or altering its shape is not permissible. The emblem must include the 18 U.S.C. 707 identification.

General Horse Show Management Considerations

1. Provide a safe and positive environment for competitors to exhibit their horses. All planning should center on providing the best possible environment for the competitors to exhibit their horses within necessary constraints.
2. Make a general announcement giving the date, time and location of the show and the name of the judge in advance of the show. The general announcement needs to tell when, where and how participants are to make entries.

3. Post diagrams of all courses and patterns **one hour** prior to the class.
4. Refer questions regarding conduct of the show immediately to the superintendent of the show. The show superintendent needs to confer with other show officials and judges, if necessary, and give an on-the-spot decision that will be accepted as final.
5. Decisions of the judge are final. The management will ask the judges to make a reasonable effort to give reasons for final placings.
6. Where the number of entries is large, management reserves the right to have preliminary selections made in any class and to divide the class further.
7. Call each class at least three times, including a “last call.”
8. Sportsmanship is important at all times. Unnecessary roughness or discourteous behavior will dismiss the rider from further competition for the entire show.
9. Management should provide the following:
 - a. Show ring of adequate size, recommended minimum 100 feet by 200 feet
 - b. Equipment for officials
 - c. Space for parking and spectator seating
 - d. Exercise area for exhibitors
 - e. Restrooms, food, drinking water and other considerations for the comfort of exhibitors and spectators

Initial Horse Show Planning

1. **Establish a date and time for the show.** Find out when facilities are available and make reservations well ahead of time.
2. **Determine your class schedule.** Order the classes so they flow smoothly and safely. Showmanship at halter is usually first so exhibitors don’t have to groom their horses after or between performance classes. Classes for each seat usually are scheduled together (all English followed by western or vice versa). Then exhibitors don’t have to change tack and clothing.
3. **Budget.** Work with your local Extension office to know the allowed fee for judges, judge’s reimbursement for miles and lodging, number of awards, supplies, facilities, and any other expense needed.
4. **Hire your judge.** To have a qualified 4-H show, we strongly recommend that show management hire a North Dakota certified 4-H horse show judge for the show. **Check the NDSU 4-H Horse Project website for a list of North Dakota certified horse judges.** If the judge is available, be sure to have good communication to inform the individual about the show. Discuss:
 - a. Judges fee and what is included (mileage reimbursement, lodging, meal, etc.). How the payment will be received (work with Extension office)
 - b. Name, date, time, estimated length
 - c. Number and types of classes, age categories, level of competitors, size of the show, etc.
 - d. Send the judge a map and directions to the show location, admission if parking pass is needed, show bill, additional county rules and regulations that are not in the North Dakota State 4-H Rulebook, list of

- classes that will require a pattern, mandatory and additional obstacles the show has for trail (number of logs, gate [mandatory], bridge, item to create back through, etc.)
- e. Keep the judge informed and prepared for your show. Have contact information available the day of the show if the show is canceled due to inclement weather or other reasons.
 - f. Discuss the Danish system and other awards that your show offers.
5. **Prepare a show entry form.** Check with the Extension office to see if it has a form. If not, include the following:
- a. Name
 - b. Location of show
 - c. Date and day of show
 - d. Starting, registration and other applicable times
 - e. Name of judge
 - f. Fees (if any, varies by county)
 - g. Awards to be give
 - h. Place for exhibitor's name, age category, address, phone, club
 - i. Who to call for more information and questions
 - j. Note to where to find the rules to follow
6. **Ribbons and awards.** Work with Extension office for the type of awards and number. 4-H shows will use blue, red and white ribbons for the Danish system. Some shows award Grand and Reserve for each class and High Point in each age category.
7. **Assign a show secretary or superintendent.** Depending on the size of the show, you will need to have one to three people who are "in charge." These people will handle all the entries, including taking money, assigning numbers and generating class lists. They will gather all the supplies for the show and find volunteers for all jobs needed to put on the show (clerks, stewards, announcer, and gate attendants).
8. **Hands on deck.** Put together a list of positions you need filled to run your show (announcer, ring steward, gate operator, class staging, etc.).
9. **Equipment.** Rakes, tractor or other equipment that might be needed (electric eyes for speed events, etc.). This also may include office equipment (printer, patterns, etc.). Judges equipment (stopwatch, scoresheets, whistle, flag for flagging, clipboard, etc.) also should be considered.
10. **Advertising.** How do you plan to promote your show? Social media? Flyers?

Getting Ready for a Horse Show

The show secretaries/superintendents have many things to do a week or two before the show to make sure everything is ready. Organizing ahead of time will make the show day run more smoothly and effectively.

1. **Processing Entries:** Work with the Extension county office for processing entries; the Extension staff may have a process. If not, you have a variety of ways to handle entries. Entries should be required ahead of time so the contestants already are entered. You will need to track who is in which class and who is

withdrawing from that class. Prepare a sheet for each class: contestant number and name. Having three copies of each class list is helpful: one for office, one for the individual operating the gate/staging classes and one for the announcer.

2. **High Point Awards and Recording:** Be sure to have a method to keep track of the ribbon placing and/or scores for each class to figure high point awards and qualifying scores for the State Fair. Whether done by hand or computer, prepare forms ahead of time. The more information you can enter in advance, the easier show day will be.
3. **Job Assignments:** Make a list of all the jobs that need to be done on each day of the show. As much as possible, have volunteers sign up for the job in advance. Examples of jobs that may need to be done:
 - Announcer(s)
 - Ring stewards
 - Gate attendants/individual staging classes
 - Setup crews for gaming, trail and equitation over fence, etc.
 - Ribbons/Awards
 - Cleanup crew
 - Ground work – rake/tractor
4. **Prepare patterns:** Make copies to post. Typically, most patterns are supplied by the judge. Get judges' patterns the day before the show to make copies and post a minimum of one hour before the show. Keep copies in the office and for the judge. Prepare scoresheets for the judge.
5. **Make a list of supplies:** Have a list of supplies that is required for the patterns, as well as tables, chairs, PA system, etc. Have a plan of when to work or water the arena. Be sure your volunteers are aware of the needed supplies and what will need to be accomplished.

Managing the Show

Tips for a Good Show

1. If possible, set up the show office the night before. The day of the show, get there early. One of the most important attributes of a well-mannered show is that it starts on time. Making sure the show runs in an effective, timely manner will help the attitude of your judge, the contestants and the volunteer workers.
2. In all your interactions, be courteous, consistent and fair.
3. Abide by the rules.
4. Be considerate of your judge and volunteers. Schedule breaks at reasonable intervals. Make sure time is included for lunch and dinner. Provide drinks as needed.
5. Emphasize safety. Check all facilities for any risks and take appropriate action as needed. Be sure contestants have their horse under control before being dismissed from the arena. Proper tack and equipment use should be enforced. Some provisions for first aid should be available.

Orientation With Judge(s)

Before show begins, meet with your judge to discuss aspects of the show. Judges need to know if classes have champion and reserve champions and what your county's

policies are if they differ from the 4-H State Rule Book. Discuss with the judge about how to split large classes, when and how classes enter the arena, how to handle problem horses, the Danish system, etc.

Arrange a time and place for contestants to ask questions of the judge **after** the show. Make sure a second individual is with the judge during this time to serve as a witness. Do not tell the judge how to place the classes or what ribbons to give.

Orientation With Volunteers

Meet with volunteers to explain the duties of their positions and to answer questions.

Contestant Orientation Meeting

Having an orientation session with the contestants is extremely helpful. At this time, you can go through the rules of the show, demonstrate or explain patterns, and have an opportunity for contestants to ask questions before the show starts. If possible, include parents in this meeting.

After the Show

Thank all the volunteers and exhibitors.

Pay the judges promptly and thank them for their time.

Judging 4-H Horse Shows

4-H horse show exhibitors look to the judge for expertise in showmanship and horse judging. They expect the judge to be familiar with the requirements for the various breeds and are grateful for encouragement and constructive criticism.

Regardless of the breed being judged, the emphasis in 4-H shows is on the exhibitors. Evaluate participants on their ability to present themselves and their horse, pony, donkey or mule to the best advantage. The exhibitor's knowledge of how to groom, trim and show a horse according to the accepted breed standards is important. Conformation of the horse is not a factor. Classes shown under saddle are judged on manners, movement and performance that reflect on the member's training, riding and showing ability. Suitability of tack and how it fits, or whether the horse, tack and clothing are clean, are considered.

Qualified 4-H Judges

Show management is strongly encouraged to hire a judge from the North Dakota certified 4-H horse show judges list. These judges are required to attend a recertification course every **three years**. Judges take a test on the current rules in 4-H with the goal of keeping judging standards uniform, current and fair throughout the state. Lists of judges are available at NDSU Extension county offices.

Danish System

North Dakota 4-H competitions are to use the Danish system of judging. In the Danish system, competitors are ranked by measuring quality against a predetermined standard and the fulfillment of exhibit requirements. The Danish system requires that each competitor be compared with a predetermined standard of excellence and awarded a blue, red or white ribbon based on those standards. In the Danish system, exhibitors within a class never are compared with one another as they are when judged under the standard ranking system.

Glossary

Addressing an obstacle is a term used to describe allowing the horse to inspect a jump or an obstacle on a jumping course and is typically not allowed.

Bight of rein is the part of rein passing between a thumb and fingers and out the top of the hand; the excess rein.

Bosal is a noseband made of braided rawhide utilized by western riders. The bosal should rest quietly on the nose of the horse until the reins are moved. A bosal is ridden with two hands on the reins.

Breeches are fitted riding pants that are worn on the inside of the boot; the knee area is generally made of suede; common colors are canary, tan, rust and grey.

Cadence is defined as the accuracy of a horse's footfalls at any given gait.

Cavesson is a nose band on a bridle used to keep the horse's mouth shut for better control.

Consistency is defined as the ability to maintain the same topline, cadence and rhythm in each gait throughout the class.

Counter-canter is a horse leading with outside leg when cantering in a circle (wrong lead).

Cross-canter is a horse cantering on one lead with the front legs and the opposite lead with the hind legs.

Curb (also called a shank bit) is a bit with a solid or broken mouthpiece that has shanks for attachment of the reins. Curb bits are to be ridden with one hand on the reins. Any bit that works by leverage is considered a curb bit.

Diagonal is an imaginary line running from the near hind to the off forefoot of a horse. To ride on the correct diagonal, the rider rises out of the saddle when the outside front leg is farthest forward. Change of direction calls for a change of diagonal. The rider sits in the saddle for one beat or step and rises on the opposite diagonal. This is done without disturbing the rhythm of the trot. Correct diagonals are necessary for a truly straight and balanced horse, whether riding in a circle or in a straight line.

Equitation is the art of riding horseback; horsemanship.

Forehand is the fore part of the horse - the forelegs, head and shoulders.

Full bridle has two bits, a snaffle and a curb. The snaffle sits higher in the horse's mouth than the curb. This type of bridle allows the rider to have the benefits of both the snaffle and the flexion of the curb. Four reins are attached to this bridle. The wider reins go to the snaffle. From left to right, the reins are held left snaffle-curb-curb-snaffle.

Girth is the measure of the circumference of a horse's body back of the withers. It is also a leather, canvas or corded piece around the body of the horse to hold the saddle on the horse.

Hackamore is a type of bridle that does not have a bit. It works by providing pressure on the horse's face, nose, and chin. Hackamores can be made of leather, cable, rope, plastic or rawhide and may have metal parts. Mechanical hackamores have long shanks that attach to the noseband and have leverage action; they are illegal in many show classes.

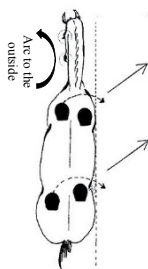
Hunt seat is a jumping saddle with a deep seat, which may have knee rolls. The stirrups are shorter than in other seats.

Junior horse is a horse that is five years old or younger.

Kimberwick is a bit used for English riding with D-ring cheek pieces that are offset from the mouthpiece. This attachment allows the bit to act with a small amount of leverage action giving it a mild curb bit effect.

Lateral work involves different exercises that have a degree of sideways (lateral) motion, with the objectives being increased suppleness, flexibility, fitness, coordination, development and control of the muscles from your horse. Lateral exercises help improve the horse's responses and overall movement. They also help you gain independent control over the horse's fore and back ends, allowing you to set your horse up properly for execution of more advanced and demanding maneuvers quietly, lightly and easily. Communication between the horse and rider often are strengthened through lateral work because the horse becomes increasingly responsive to the rider's seat, leg and light hand aids.

Leg-yield is a lateral (sideways) movement in which a horse travels forward and sideways at the same time. The horse is straight though its body, with a slight bend through the neck in the opposite direction of travel (enough bend to see the horse's eye). This is not to be confused with a *half-pass* where the horse is bent *toward* the direction of travel.



Pelham is a bit that incorporates the action of both a curb and a snaffle by use of two sets of reins. The mouthpiece is solid with or without a port. The shank has an extra ring to which a "snaffle rein" is attached. Unlike the full bridle, both actions come from the same bit.

Port is the part of a solid mouthpiece bit that bends upward to the roof of the horse's mouth.

Posting is the rising and descending of the rider with the rhythm of the trot.

Quarters system is a system utilized in showmanship whereby the horse is divided into four quarters. The handler should always be one quadrant away from the judge, and thus is on the opposite side of the horse from the judge when the judge is toward the front of the horse, and on the same side when the judge is toward the rear of the horse. The handler should always have a clear view of the judge.

Quirt is a riding whip with a short handle and a lash of braided rawhide.

Rhythm is defined as the speed of those footfalls at any given gait.

Romal is an extension of braided material attached to closed reins.

Senior horse is a horse that is six years or older.

Serpentine is a series of equal curves from one side of the centerline to the other, changing the direction of the turn each time the horse passes over the centerline. It requires a change of diagonals at a trot and a change of lead at the canter.

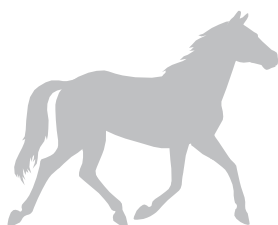
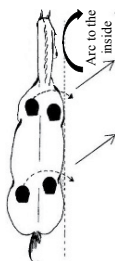
Sidepass is a strictly lateral (sideways) maneuver involving almost negligible forward motion. In a sidepass to the right, the horse's outside (left) legs should cross over the supporting (right) legs simultaneously, without the horse stepping forward. This is beneficial exercise for collection, but it is useful in helping a rider gain independent control over the front and back end of the horse, and improve the horse's response to the leg aids. This helps supple your horse, which prepares it for flying lead changes and opening gates.

Sliding plates are smooth, flat shoes placed on the hind feet of a horse that enable the hindlegs to slide along the ground as a horse comes to a stop.

Snaffle is a bit with a broken mouthpiece and no shanks. Reins attach directly to D-ring, O-ring, or eggbutt check pieces. Snaffle bits act through direct pressure on the horse's mouth. Snaffle bits are designed to be ridden with two hands on the reins.

Two-point position is also known as jumping position. In two-point position there are two points of the rider's body in contact with the saddle (the rider's legs) as opposed to three points (seat and two legs). In proper two-point position the rider should have their seat out of the saddle, their body inclined forward from the hips with their hands moved up on the crest of the neck, elbows bent, with their lower leg's underneath their body and their heels down.

Two-track works toward performing an exercise on two tracks. The straight or curved line the horse is drawing when moving is called a "track." The difference between a two-track and a *leg-yield* is how a rider manages the bend of the horse. The horse should move forward and laterally in a diagonal direction, with the horse's body held straight or bent in the direction the horse is moving.



ADDENDUM

1. Page 9 Showmanship at Halter # 1.
 1. Horses may be shown with western or English tack or attire. A **clean, appropriately fitted** halter with an appropriate lead is required.
 - a. Western: horse should be shown with a halter and lead shank. Chains under the chin is **preferred rather than over the nose. Chain should run through the left ring of the halter by the lower jaw, under the jaw, through the right lower ring and clipped directly to the right ring below the eye with the clip facing outward. It is preferred that the chain is cut to clip directly to the ring, however, doubling back to clip the chain to itself on the right side of the horse's head is permitted.**
 - **Never hold on to the shank (chain).**
 - **Right hand should be on the lead at all times. Never switch hands.**
 - **Left hand should have the tail of the lead coiled in large loops or nicely folded. NEVER have small coils as your hand/wrist could become severely injured should the horse spook.**
 - b. English (hunter type): horse should be shown with a halter and lead shank or a bridle and reins. **If a halter is used, halter and chain should be fitted and attached as mention in "a" for western.**
2. Page 16 Performance Tack # 3 **double-twisted wire mouthpiece is now not acceptable.** Also moved illustration of double-twisted wire mouthpiece to Figure 7. Unacceptable English Bits.
3. Page 21 Minor faults have a deduction of **3 points**; major faults have a deduction of **5 points**; and severe faults have a deduction of **10 points**.
4. Page 21 Major fault added: **Horse resting a foot or hipshot in setup**
5. Page 21 Biting added to severe fault additional text: Severe disobedience, including **biting**, rearing or pawing; horse continually circling exhibitor
6. Page 22 Scoring: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Each maneuver will be scored from +3 to -3 with ½ point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. **Exhibitors overall form and effectiveness (F&E) should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.**
7. Page 30 Minor faults have a deduction of **3 points**; major faults have a deduction of **5 points**; and severe faults have a deduction of **10 points**.
8. Page 30 Major fault added: **Bottom of boot not touching pad of stirrup at all gaits including backup**
9. Pages 30-31 Scoring: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should

ADDENDUM (continued)

reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. **Exhibitors overall form and effectiveness (F&E)** should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

10. Page 59 Minor faults have a deduction of **3 points**; major faults have a deduction of **5 points**; and severe faults have a deduction of **10 points**.
11. Page 60 Scoring: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. **Exhibitors overall form and effectiveness (F&E)** should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

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1M-5-20, 1M-6-18, 300-6-16, 150-5-15, 200-7-12, 500-11-12, 300-11-10, 300-1-10, 300-2-08, 500-7-06, 600-7-04, 250-6-02

