



Illinois 4-H

Horse Show

Guidelines



Illinois Extension
UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN

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4-H Horse Shows: An Overview

Mission

The mission of 4-H horse shows is to help members and volunteers develop through experiential education. It is accomplished through direct involvement of youth, adults and the community.

Objectives

The objectives of the Illinois 4-H Horse and Pony Program are:

1. To develop leadership, initiative, self-reliance, fairness, and other desirable traits of character.
2. To experience the pride and the responsibilities of owning a horse or pony.
3. To learn correct equestrian skills and acquire an understanding of proper management for breeding, raising, and training horses and ponies.
4. To develop awareness and understanding of animal welfare concerns related to horses & ponies, and the importance of animal stewardship.
5. To provide an opportunity for observation and learning through participation.
6. To accept constructive criticism and learn new ways of training and caring for animals.
7. To provide an opportunity for educational experiences through county, area, and state functions.

Animal Well-being:

All 4-H Horse & Pony animals participating in 4-H activities (including horse camps and county 4-H shows), must be sound, healthy, humanely treated, and exhibit a minimum Body Condition Score of 4.0 as determined by the Henneke Body Condition Scoring System*.

For the purposes of this document well-being parameters include:

- soundness
- outwardly healthy appearance
- having a body condition of 4.0 or greater
- being free from signs of heat stress or exertional distress (e.g. not sweating appropriately for environmental conditions, sweating profusely, inability to achieve normal respiration rate (8 – 16 breaths per minute) after 20 minutes of rest, rectal temperature above 103°F, skin pinch test >3 second)
- receiving humane treatment at the activity
- For the purposes of this document event management includes judges, clinicians, show stewards and/or committees, activity leaders and/or organizers.

Animals are subject to inspection and those not meeting one or more well-being parameter will be excused from participation.

At a 4-H activity, event management should dismiss any animal from activities that is deemed to not meet one or more well-being parameters.

Event management should ensure that horses who do not meet all well-being parameters do not participate in activities.

The judge and/or show committee/leadership has the authority to excuse any horse from a class due to unsoundness, a body condition score of 4 or less, exhibiting heat stress or exertional distress at any time while being judged

- Excusal of an animal from a show class for any of these reasons is not protestable

* Research has shown that health complications, such as heat stress, and the stress of traveling and showing can be exacerbated at excessively low or high body condition scores. If a 4-Her has questions about the body condition score of a project horse or is concerned about a horse being acceptable for participation in a 4-H activity the Illinois State Horse Specialist should be contacted at hagstrom@illinois.edu

Protective Headgear

All 4-H members are required to wear a properly fitted ASTM or SEI standard F1163 (or above) certified equestrian helmet whenever mounted or driving at all 4-H horse and pony events, shows, activities, or practices. Original tags must be present in all approved helmets. The 4-H member is responsible to see that this specified head gear is properly fitted with the approved harness fastened in place whenever mounted. Helmet policies apply to all county, area, and state 4-H horse and pony events, shows, and activities. Protective helmets are recommended for all riders and drivers at all times.

Show Guidelines

- Only 4-H exhibitors may ride or drive animals on the showgrounds.
- Riding bareback is prohibited on the show grounds.
- All riders/drivers in the 4-H show must wear proper footwear; western, hunt, or jodhpur boots.
- No stallions are eligible to show except during the calendar year foaled.
- A weanling, yearling, or two-year-old animal must be shown at the height classification of the dam unless its height exceeds that of the dam. If the height of its dam is unknown, the animal must be shown in the 56-inches-and-over class. Animals may be measured by the show committee.
 - Age (of animal): The age of an animal shall be computed on the basis of a calendar year, starting on January 1 of the year foaled. Junior Horse shall be considered an animal 5 years of age and younger. Senior Horse shall be considered an animal 6 years of age and older.

Event Insurance

All horseback mounted 4-H activities required special event insurance coverage through American Income Life Special Risk Division. See current 4-H Handbook for more information.

Equine Activity Liability Act

The Illinois Equine Activity Liability Act provides protection to individuals and organizations that sponsor equine activities. The law requires that a specific warning be posted on the premises of the equine activity in a clearly visible location in one-inch black letters worded as follows:

Warning: Under the Equine Activity Liability Act, each participant who engages in an Equine activity expressly assumes the risks of engaging in and legal responsibility for injury, loss, or damage to person or property resulting from the risk of equine activities.

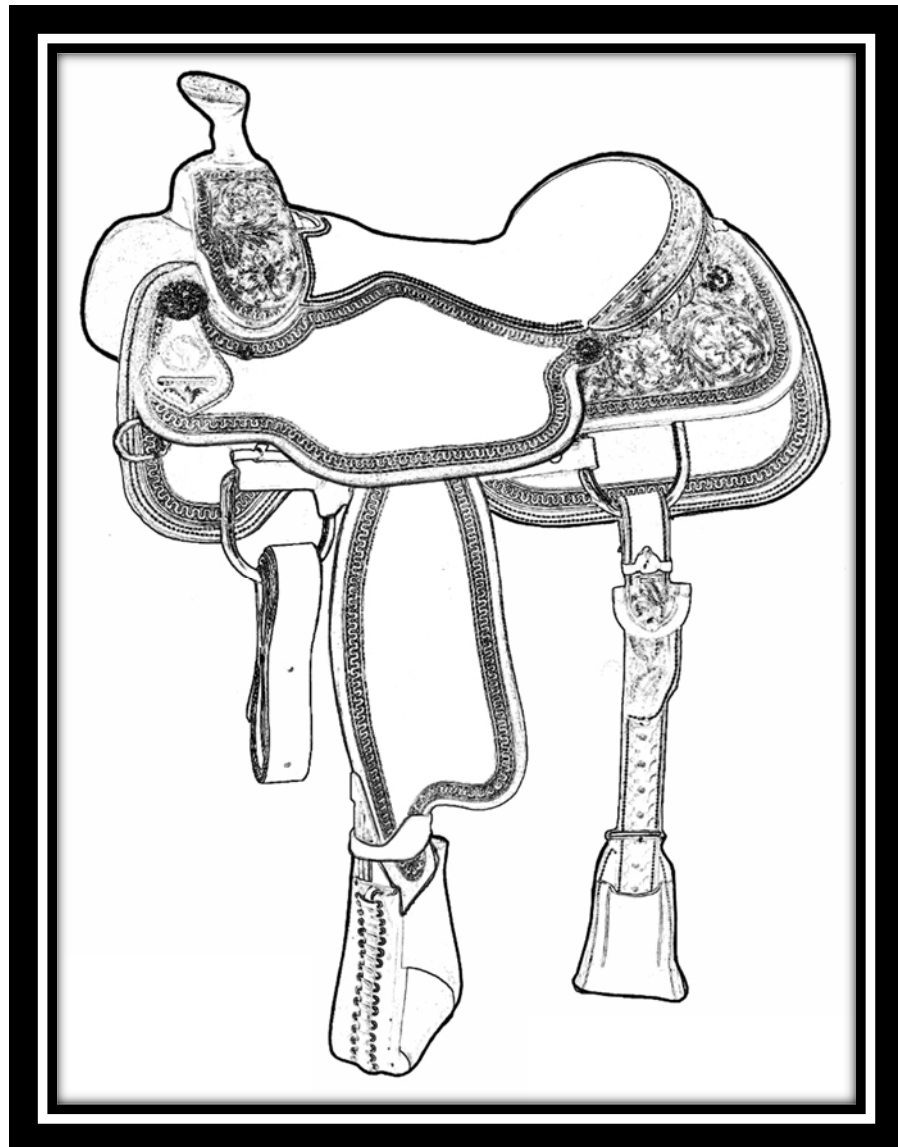
Disclaimer

The information contained in this document is in accordance with the applicable breed association show rules. In the event that this information becomes outdated, a 4-H Horse Show committee may supersede information in this document with more current breed association show rules as applicable. Furthermore, a 4-H Horse Show committee may supersede information in this document to suit the particular needs of their 4-H members, facilities, etc.

This document is not intended to provide an overview of all 4-H policies that apply to 4-H Horse Shows. Volunteers, clubs, and committees helping with an event must work closely with 4-H staff to ensure that a 4-H

Horse Show is in full compliance for the safety of participants.

WESTERN CLASSES



Western Tack and Attire

General

1. Total presentation is of extreme importance. Properly fitted tack and attire contribute significantly to this.
2. Clean tack and clothing are a necessity. A dirty or unkempt appearance will never be preferred over a neat, clean presentation of horse, rider, and tack.
3. Highly decorated tack and attire should not be given preference over neat, clean, and functional equipment.
4. The use of weighted tails is acceptable. Tails may be lengthened by hair attachment only, with no attachments of any kind to the tailbone.
5. The use of earplugs or cotton in the horse's ears is acceptable.
6. Failure by exhibitor to wear the correct number in a visible manner shall result in a disqualification.

Western Tack: Halter and Showmanship

1. The animal is to be shown in a halter made of leather, nylon, or rope, adjusted to fit properly. A lead strap or rope with or without chain is to be used. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the animal; but the chain may not be run through the animal's mouth.
2. Silver tack may be used but is not to be given preference over clean working equipment.
3. *Prohibited:* A whip or crop of any kind; a bridle or hackamore; an English-type show halter, chaps and spurs.

Western Tack: Performance

1. The saddle must be western style and must fit both the animal and the rider. Stirrups may not be attached to each other, or other equipment. They may not be attached to the saddle by any means except the stirrup leathers. The bridle must be western style, either with browband, split ear, or formed ear. Silver tack may be used but is not to be given preference over clean working equipment.
2. Any animal may be shown in a western curb bit that has a solid or broken mouthpiece (2 or 3 pieces) and shanks, and that acts with leverage (Figure 1). The mouthpiece must be a minimum of 3/8 inch in diameter, measured 1 inch from the shank. Mouthpiece must be between 5/16" to 3/4" (79 to 1.90 cm) in diameter. The maximum length of the shank is to be 8 1/2 inches, the maximum height of the port 3 1/2 inches, with rollers and covers acceptable. A curb strap or chain must be used, must be at least 1/2 inch wide, and must lay flat against the animal's jaw. Curb straps must be free of barbs, wire and/or twists. (See Figure 2 for an illustration of some acceptable curb straps. A plain flat leather strap is also acceptable.)

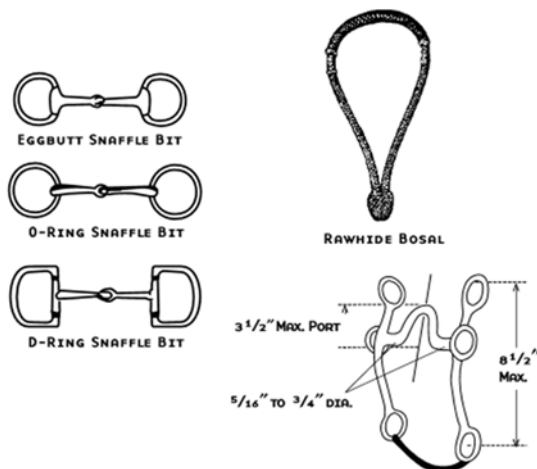


FIGURE 1. EXAMPLES OF ACCEPTABLE WESTERN BITS AND BOSAL.

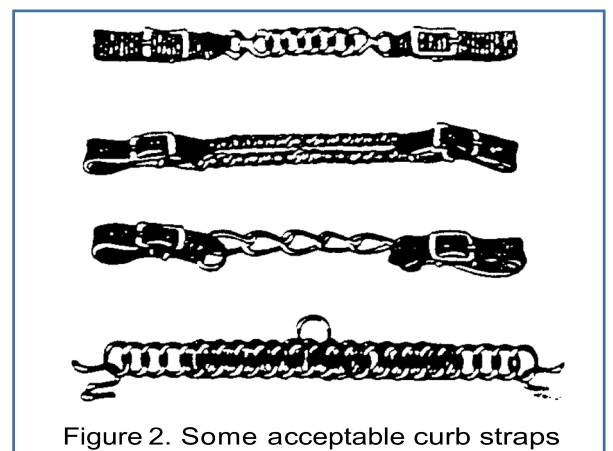


Figure 2. Some acceptable curb straps

3. Split or romal reins may be used with a curb bit. When split reins are used, the reins are to be held in one hand, and the hand may not be changed. (See the exception for Trail and Western Riding classes.) One finger between the reins is permitted, and the bight of the reins is to fall on the same side of the animal as the hand holding the reins. Romal reins are closed reins with an extension of braided material attached. Romal reins are held in one hand, with the hand around the reins and no finger permitted between the reins. The extension is carried in the free hand with at least a 16-inch spacing between the reining hand and the hand holding the romal extension.

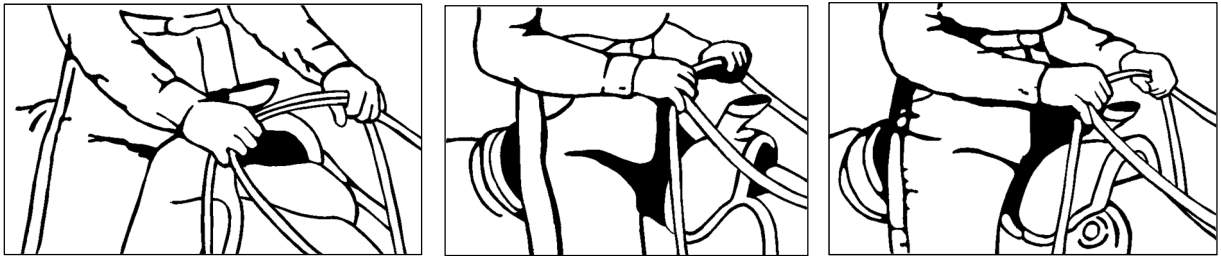


Figure 3. Acceptable hand positions.

4. Animals six years and older may only be shown in a curb bit, half-breed or spade bit.

Horses five years of age or younger may be shown in a snaffle bit or bosal. Snaffle bits (no shanks) must have a straight or broken (2 or 3 pieces), smooth (not sharp), mouthpiece with no leverage applied and may have D-ring, O-ring, or eggbutt cheekpieces that are no more than 4 inches in diameter. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal, but must be a minimum of 5/16 inch in diameter, measured 1 inch in from the cheekpiece. It may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below or above the mouthpiece (bar), such as extensions or prongs (see Illegal Bits). An optional loose chin strap of leather or nylon is permissible and must be attached below the reins. A split rein must be used, with two hands on the reins. (See Figures 1 and 3 for illustrations of acceptable snaffle bits and hand positions.) Except for bosal/snaffle bit classes or junior horses shown with an acceptable bosal or snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted. The free hand shall not be used to support the rider by being placed on any part of the saddle or horse. Violation of this rule is an automatic disqualification from the class.

Bosals may be made of braided rawhide or leather, but must contain no metal or cable. There must be a minimum of one finger-space between the bosal and the animal's nose. (See Figures 1 and 3 for illustrations of bosals and acceptable hand positions.) All bosals must use a mecate rein which must include a tie-rein.

For Western horses of any age bits with prongs above or below the mouthpieces, donut mouthpieces, rough, sharp materials such as screw mouthpieces or mechanically altered bits are illegal and cause for disqualification. The mouthpiece may be rubber, copper, twisted wire, etc., but must be at least 5/16 inch in diameter, measured 1 inch in from the cheek pieces.

For color-guard and speed events only (Barrel Race, Flag Race, Keyhole Race, Pole Bending, and Stake Race), mechanical hackamores, slip or gag bits are permitted in addition to the bit types shown in Figure 1. Closed reins may be used.

5. *Optional* in all western classes: Breast strap; hobbles on the saddle when a romal is used; covered stirrups or tapaderos; additional hair in horse's tail.
6. *Prohibited* in all western classes: Any equipment or bit that the judge, the show steward, or the show officials consider to be unduly severe or unsafe. Exposed metal over bridge of horse's nose or poll. Any bits with prongs above or below the mouthpiece, donut mouthpieces, rough, sharp materials such as a screw mouthpiece or mechanically altered bits are illegal and cause for disqualification. Wire curb straps, regardless of how padded or covered, or curb strap with tacks/rivets. Jerklines, tie-downs or bonnets with bare metal in contact with the horse's head and tack collars are prohibited. Protective boots, leg wraps, and bandages are prohibited in western pleasure, trail, halter, western riding and showmanship.
7. *Special note*: Additional optional and prohibited tack specific to any class is noted in the rules for that class.
8. *Special note*: In all western classes, excess rein(s) may be straightened or disentangled anytime during the class, provided the rider's free hand used to straighten or disentangle remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to rein hand is to be considered use of two hands and a penalty score zero or disqualification will be applied. (AQHA added 2018)

Western Attire

1. Appropriate western attire is required which includes pants (slacks, trousers, jeans, etc.), a long-sleeved shirt with collar (band, standup, tuxedo, etc) and western or paddock boots with a heel. ASTM/SEI approved protective headgear is required when mounted in any western-type classes and while the exhibitor is mounted on the showgrounds. See the section entitled "**Protective Headgear**" on page 1 for a description. (For those requesting a religious exemption from wearing pants, a western style riding skirt (split skirt) shall be considered appropriate western attire on the rider's lower half.)
2. *Optional*: A coat, vest, jacket, gloves, chaps and spurs in performance classes.
3. *Prohibited*: Chaps or spurs in halter and showmanship classes. In the case of extreme heat exhibitors MAY be allowed to show in short sleeves (e.g. polo shirts or T-shirts) per the discretion of the judges and/or show management. Under no circumstances shall tank tops be considered appropriate show attire.
4. *Special note*: Additional optional and prohibited attire specific to any class is noted in the rules for that class.
5. *Western hat or approved protective headgear is required in halter/showmanship*

Western Horsemanship

Purpose: Horsemanship competition provides the 4-H exhibitor an opportunity to display his or her ability as a rider (that is, the seat, hand, and leg position; and the ability to control and show the mount). Western Horsemanship is to be evaluated as the combined performance of the animal and the rider.

Tack and Attire

1. Refer to the section entitled "**Western Tack and Attire**" for a description.
2. *Prohibited*: Mechanical hackamore, draw reins, tie-down, any type of martingale, cavesson noseband, crop, bat, whip, roping/gaming reins, protective leg wraps or boots.

Class Procedures and Guidelines

1. Entries must be asked to perform tests individually before the class does the rail work. Individual work should be in accordance with the age division's ability. Patterns must include a walk, jog, lope, and back. Additional elements such as turns, lead changes (simple and/or flying), and extension of gaits are at the discretion of the judge.
2. Any or all riders may be asked worked at a walk, jog (or equivalent breed gait) and lope, at least one direction of the ring after completing pattern work. The class may, at the judge's discretion, be asked to extend normal gaits (except lope) and back the animal. Performance of the animal is not to be considered more important than the rider's method used to obtain performance.
3. Those riders called back for rail work by the judge shall enter the ring at the gait requested by the judge, then proceed in a counterclockwise direction or in the direction indicated by the judge.
4. When asked to reverse while working on the rail, the rider should reverse toward the center of the ring. This maneuver must be done only at a walk or a jog.
5. Exhibitors, regardless of age, will not be asked to dismount or remount.
6. The rider should sit in the saddle, with legs hanging straight and slightly forward to stirrup. The stirrup should be short enough to allow the heel to be lower than the toes. Legs should maintain contact with the animal, giving aids or cues to the horse. Feet may be placed full home in the stirrup, or the ball of the foot placed in the stirrup. A rider should keep the back straight and shoulders even, sitting in a balanced, relaxed manner. The arms should be held in a relaxed manner close to the body. When riding with a bit with shanks, two hands may not be used and hands may not be changed. When the rider has one hand on the reins, the position of the rider's free hand is optional; but it should indicate a relaxed (not sloppy) attitude. When using a romal, the rider's off hand shall be around the romal, with about 16 inches of slack. Reins should be carried so as to have light contact with the animal's mouth, and at no time shall the reins be carried more than a slight hand movement from the animal's mouth. For proper hand positions when using both hands with a snaffle or bosal, refer to Figure 3 in the Western Tack section. While in motion, the rider should sit the trot and not post. At the lope, he or she should be close to the saddle. All movements of the animal should be governed by the use of imperceptible aids, without exaggerated shifting of the rider's weight.
7. The exhibitor may not touch the horse or the saddle with the free hand while mounted.
8. Excessive kicking or spurring, losing contact with the stirrups (unless asked by the judge to ride with the feet out of the stirrups), or striking the animal will be penalized.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

Western Pleasure

Purpose: A Western Pleasure animal is a sensible, alert, bright, easy-moving, well-mannered mount that can provide a quiet, comfortable, and pleasant ride at a walk, a jog, and a lope. Western Pleasure competition is not to be confused with a horsemanship class in which the rider is judged. Pleasure classes judge the performance of the animal only. The breed of animal will not be considered in judging the class.

Tack and Attire

1. Refer to the section entitled "**Western Tack and Attire**" for a description.
2. *Prohibited:* Mechanical hackamore, draw reins, tie-down, any type of martingale, cavesson noseband protective leg wraps or boots, crop, bat, whip, roping/gaming/closed reins.

Class Procedures and Guidelines

1. Animals are to be shown at a walk, a jog, and a lope on a reasonably loose rein or with light contact without undue restraint. An extension of the jog may be called for as well. Animals must back readily and stand quietly.
2. Animals are to work both ways of the ring at all three gaits and are reversed to the inside (away from the rail.) The judge may require entries to reverse at the walk or the jog but never at the lope.
3. A judge may ask for additional work of the same nature from any animal.
4. A judge may ask for extended gaits.
5. The rider shall not be required to dismount unless the judge wishes to check the equipment.
6. Entries are penalized for being on the wrong lead; excessive speed or slowness; breaking gait; appearing dull, lethargic, or head too high (as determined by current breed standards in the show ring); or the poll being lower than the withers.
7. The exhibitor may not touch the horse or the saddle with the free hand while mounted.
8. When riding with a bit with shanks, two hands may not be used and hands may not be changed.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

PURPOSE: The Ranch Riding horse should reflect the versatility, attitude and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

No horse may cross enter, a western pleasure and ranch riding class at the same show regardless of division.

Tack and Attire

1. Refer to the section entitled "**Western Tack and Attire**" for a description.
2. No hoof polish.
3. No braided or banded manes or tail extensions.
4. Trimming inside ears is discouraged.
5. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
6. Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
7. It is suggested competitors use a breast collar and a rear cinch.

Gaits: In all gaits, movement of the ranch riding horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse.

The following terminology shall apply:

- 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.

Class Procedures and Guidelines:

1. Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.
2. The required maneuvers will include the walk, trot and lope both directions: and the extended trot and extended lope at least one direction; as well as stops, and back.
3. Three optional maneuvers may include a side pass, turns of 360 degrees or more, change of lead (simple or flying) and walk, trot, or lope over a pole(s); or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.

4. The maneuvers may be arranged in various combinations with final approval by the judge.
5. The overall cadence and performance of the gaits should be as those described in gaits section above, with an emphasis on forward movement, free-flowing and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
6. No time limit.
7. One of the suggested patterns (See the section entitled “**Patterns**” at the end of these Guidelines) may be used, however a judge may utilize a different pattern as long as all required maneuvers and the three (or more) optional maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have the stop following an extended lope.
8. The use of natural logs is encouraged.
9. Posting at the extended trot is acceptable.
10. Touching or holding the saddle horn is acceptable.

Penalties: A contestant shall be penalized each time the following occur:

One (1) point penalties

- Too slow/per gait
- Over-bridled
- Out of frame
- Break of gait at walk or jog for 2 strides or less

Three (3) point penalties

- Break of gait at walk or jog for more than 2 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

Five (5) point penalties

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- 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/ under spins but deduction may be made in maneuver score.

Ten (10) point penalties

- 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 (OP)

- Eliminates maneuver
- Incomplete maneuver

Zero (0) score

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

Reining

Purpose: To rein a horse is not only to guide it but also to control its every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement of the animal's own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to the severity of the deviation. Credit is to be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

In a Reining Class, any one of the ten reining patterns may be used. The judge of the class selects the pattern, which is to be used by all contestants in the class.

Each contestant is to perform the required pattern individually and separately. All horses are to be judged immediately upon entering the arena, and judging ceases after the last maneuver. Any fault incurred before a pattern is to be scored accordingly.

Tack and Attire:

1. Refer to the section entitled "**Western Tack and Attire**" on page 2.
2. Optional tack: skid boots, splint boots, bell boots, protective leg wraps.
3. Prohibited tack: Mechanical hackamore, draw reins, tie down, any style martingale, cavesson noseband, crop, whip or bat.

Scoring: is from 0 to infinity, with 70 denoting an average performance.

A. Any of the following results in **no score or disqualification:**

1. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred before or during the exhibition of a horse in competition.
2. Use of illegal equipment, including wire on bits or curb chains, bosals or snaffles worn on horses over the age of 6.
3. Use of illegal bits, bosals, or curb chains.
4. Use of tack collars, tie-down, or noseband.
5. Use of a whip or a bat.
6. Use of any attachment that alters the movement of or circulation to the tail.
7. Failure to provide the horse and the equipment to the appropriate judge for inspection.
8. Disrespect or misconduct by the exhibitor.

A rider may untangle excess rein, when excess rein may prevent the rider from continuing the pattern, when said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; the rider's free hand may be used to hold the romal in the normal fashion.

B. Any of the following results in a **score of 0:**

1. Use of more than the index or first finger between split reins.
2. Use of two hands (except in snaffle bit or hackamore classes designed for two hands) or changing hands.
3. Failure to complete the pattern as written.
4. Performing the maneuvers other than in specified order.
5. The inclusion of maneuvers not specified, including, but not limited to:
 - a. Backing more than two strides.
 - b. Turning more than 90°.(Exception: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered

- an inclusion of maneuver; a 2 point break of gait penalty will apply).
6. Equipment failure that delays completion of the pattern.
 7. Balking or refusal of command, in which the pattern is delayed.
 8. Running away or failing to guide, to the extent that it becomes impossible to discern if the entry is on pattern.
 9. Jogging (or equivalent gait for gaited breeds) in excess of one-half circle or one-half the length of the arena while starting a circle, circling or exiting a rollback.
 10. Over spins of more than one-fourth turn.
 11. Falling to the ground by the horse or the rider.
 12. Dropping a rein that contacts the ground while the horse is in motion.
 13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line (AQHA added 2017)
 14. Exceeds greater than one quarter of a circle out of order. (AQHA added 2017)

Neither a “No Score” nor a “0” is eligible to place in a go-round or class.

C. Each of the following results in a 5-point deduction:

1. Spurring in front of the cinch.
2. Use of the free hand to instill fear or praise.
3. Holding the saddle or touching the horse with the free hand.
4. Blatant disobediences, including kicking, biting, bucking, rearing and striking.

D. Each of the following results in a 2-point deduction:

1. Failure to go beyond the markers on stops or roll-backs.
2. Break of gait.
3. Freeze up in spins or rollbacks.
4. On the walk in patterns, failure to stop or walk before executing a canter departure.
5. On the run in patterns, failure to be in a canter before the first marker.

E. Starting or performing circles or eighths out of lead is to be judged as follows:

Each time a horse is out of lead, the judge is required to deduct 1 point. The penalty for being out of lead is cumulative, and the judge deducts 1 penalty point for each quarter of the circumference of the circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse 1/2 point for a change of lead delayed by one stride.

F. Deduct 1/2 point for starting the circle at a jog (or equivalent gait for gaited horse or exiting rollbacks at a jog (or equivalent gait for gaited horse) up to two strides. For jogging (or equivalent gait for gaited horse) beyond two strides, but less than one-half circle or one-half the length of the arena, deduct 2 points.

G. Deduct 1/2 point for over- or under spinning up to one-eighth of a turn; deduce 1 point for over- or under-spinning from one-eighth to one-fourth turn.

H. Deduct 1/2 point for failing to remain at least 20 feet from the wall or the fence when approaching a stop and/or rollback.

- I.** When a change of lead is specified immediately before a run to the end of the arena, failure to change leads is penalized as follows:
1. Failure to change leads by one stride, 1/2 point.
 2. Failure to change leads beyond one stride, but where the lead change is completed prior to the next maneuver, 1 point.
 3. Failure to change leads before the next maneuver 2 points.
 4. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows; for 1/2 the turn or less, 1 point; for more than 1/2 the turn, 2 points.

Exhibitor may be requested to dismount and drop bridle to the designated judge. If requested, the exhibitor or a designated representative must drop the bridle immediately after the performance. For safety reasons, exhibitors must dismount when dropping bridles. The bridle must be checked by the designated judge in the arena or in close proximity to the arena.

No "pattern spotters" will be used.

J. A judge may NOT require any contestant to repeat his/her performance of any or all of the various parts of the pattern.

K. Faults against a horse are to be scored accordingly, but not to cause disqualification:

1. Opening mouth excessively when wearing a bit.
2. Excessive jawing, opening mouth, or head raising on stop.
3. Lack of smooth, straight stop on haunches—bouncing or sideways stop.
4. Refusing to change leads.
5. Anticipating signals.
6. Stumbling.
7. Backing sideways.
8. Knocking over the markers.

L. Faults against the rider to be scored accordingly, but not to cause disqualification:

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

Trail

Purpose: The Trail Class displays the ability of the rider to cause the animal to navigate obstacles such as those encountered on a trail ride. The animal should be well-mannered, quiet and a pleasure to ride, with the ability to handle the obstacles with a calm, willing attitude. Trail is not a speed event but rather a test of control and obedience.

Tack and Attire

1. Exhibitors in the Trail Class may use western, hunter, or saddle-type tack and attire. For descriptions, refer to the appropriate sections under “**Tack and Attire.**”
2. *Prohibited:* Mechanical hackamore, draw reins, tie-down, any type of martingale, cavesson noseband in western bridle (allowed for SSH), protective leg wraps or boots (allowed for TWH & SSH), crop or whip or closed reins in western tack.

Class Procedures and Guidelines

1. All obstacles used in the **Trail Class** should be practical and realistic, to simulate actual obstacles and hazards encountered on the trail.
2. All three gaits—walk, jog/trot (or equivalent breed gait), and lope/canter—are required to be demonstrated once each between obstacles in the pattern. (NOTE: Tennessee Walking Horses and Spotted Saddle Horses do not require a gait change)
3. The exhibitor will be asked to move to the next obstacle after three refusals on any one obstacle.
4. The pattern (to be determined by the show management) is to include at least six obstacles, three of which are mandatory, and no more than ten obstacles. Beyond the mandatory obstacles, others may be chosen from (but are not limited to) the upcoming list of optional obstacles.
5. The judge has the right and duty to alter the course or remove obstacles he or she deems unsafe.
6. Exhibitors, regardless of age, shall not be asked to dismount or remount.
7. Horses must not be required to work on the rail.
8. Rein hand may be changed immediately prior to and immediately after working any obstacle that requires use of the hand to operate with no penalty (i.e. gate, mailbox, slicker, etc.).

Mandatory Obstacles

1. Gate (approximately 6 feet wide): Changing hands on the gate or turning loose of the gate is penalized.
2. Ride over at least four poles or logs. These can be in a straight line, curved, or zig-zag (No raised poles permitted).
3. Backing obstacle. (30-inch minimum between poles).

Optional Obstacles

1. Water hazard.
2. Put on and remove a slicker.
3. Ground tie (if a romal is used, a hobble may be used or the rein must be detached from one side of the bit).
4. Ground poles. (walk over shall be spaced 15 to 24 inches apart; trot over spaced 36 to 40 inches apart; lope over spaced 6 to 7 feet apart). (NOTE: Gaited horses should only be asked to perform walk overs or lope over as it is unsafe for a gaited horse to gait over ground poles.)
5. Remove and replace materials from a mailbox.
6. Obstacles consisting of four logs or rails, each 5 to 6 feet long, laid in a square. Each contestant is to enter the square at the designated side, execute a 360° turn, pause, and depart by stepping over a log or rail immediately opposite the side of entry.

7. Pass by an object normally found on the trail.
8. Ride over wooden bridge.
9. Serpentine obstacles at walk or jog. Spacing to be a minimum of 6' for jog.

Prohibited Obstacles

1. Loading in a trailer.
2. An obstacle involving the use of a rope or riata to be dragged or pulled by the rider.
3. Tires in any form.
4. Live animals or hides.
5. Rocking bridge.
6. Jumps.
7. PVC pipe in ground obstacles.

Disqualifications

1. Unnecessary roughness, as determined by the judge.
2. Falling of the animal or the rider on the course.
3. Equipment failure that delays completion of the course or causes an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
6. Failure to attempt obstacles in the posted order.
7. Nine cumulative refusals on the course.

Western Riding (Pattern Riding)

Purpose: Western Riding (pattern riding) is an event in which the horse is judged on quality of gaits, lead changes at the lope/canter (flying lead changes), response to the rider, manners, and disposition. The horse should perform with reasonable speed and be sensible, well-mannered, free, and easy moving.

Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (that is, starting and finishing the pattern with the same cadence), and the horse's ability to perform flying lead changes at the lope/canter precisely, easily, and simultaneously (both hind and front at the center point between the markers). The horse should have a relaxed head carriage, showing responsiveness to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

Tack and Attire

1. Exhibitors in Western Riding (Pattern riding) may use western, hunter, or saddle seat/gaited horse tack and attire as determined by the showbill. For descriptions, refer to the appropriate sections under "**Tack and Attire.**"
2. *Prohibited:* Mechanical hackamore, draw reins, tie-down, any type of martingale, cavesson noseband in western bridle, protective leg wraps or boots, crop or whip in western tack.

The judge is to select one of the eight patterns to be performed. (See section entitled "**Patterns**" at the end of this document). The judge is responsible for the pattern's being correctly set.

On the pattern:

1. The eight small circles represent pylon markers, which are recommended. These markers should be separated by a uniform measured distance of not less than 30 feet or more than 50 feet on the sides with five markers (see the diagram). In Pattern 1 (**Figure 6**), the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50- to 80-foot width in the pattern, as the arena permits.
2. A solid log or pole at least 8 feet long should be used.
3. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The recommended lead-changing point is equal to one-half a stride length before or after the center point between the markers. The dotted line (...) indicates a walk, the dashed line (- - -) a jog, and the solid line (—) a lope.

Scoring: is from 0 to 100, with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: +1.5, excellent; +1, very good; +0.5, good; 0, average; -0.5, poor; -1, very poor; -1.5 extremely poor. Maneuver scores are to be determined independently of penalty points.

A contestant shall be penalized each time one of the following occurs:

- *Five penalty points deducted*
 1. Out of lead beyond the next designated change area (NOTE: failure to change leads, including cross cantering). Two consecutive failures to change would result in two five point penalties.
 2. Blatant disobedience including kicking out, biting, bucking and rearing.
 3. Holding saddle with either hand.
 4. Use of either hand to instill fear or praise.
- *Three penalty points deducted*
 1. Not performing the specific gait (jog or lope) or failing to stop (when called for in the pattern) within 10 feet of the designated area.
 2. Break of gait at the lope.
 3. Simple change of leads.
 4. Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area.
 5. Additional lead changes anywhere in the pattern. (except when correcting an extra change or in correct lead)
 6. In Patterns 1 and 3 (Figure 6), failure to start the lope within 30 feet after crossing the log at the jog.
 7. Break of gait at the walk or the jog for more than two strides.
- *One penalty point deducted*
 1. Break of gait at the walk or the jog, up to two strides.
 2. Hitting or rolling the log.
 3. Out of lead for more than one stride either side of the center point and between the markers.
 4. Splitting the log (having the log between the two front or two hind feet) at the lope.

- *One-half penalty point deducted*
 1. Tick or light touch of the log.
 2. Hind legs' skipping or coming together during lead change.
 3. Non-simultaneous lead change (front to hind or hind to front).

- *Disqualified*
 1. Illegal equipment.
 2. Willful abuse.
 3. Off course.
 4. Knocking over markers.
 5. Completely missing the log.
 6. Major refusal: Stopping and backing more than two strides or four steps with the front legs.
 7. Major disobedience or schooling.
 8. Failure to start the lope before the end cone in Western Riding Pattern 1.
 9. Four or more simple lead changes and/or failures to change leads.
 10. Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4 and 5.
 11. Overturn of more than $\frac{1}{4}$ turn.

Credits

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

Faults

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

1. Opening mouth excessively.
2. Anticipating signals.
3. Stumbling.
4. Head carried too high (as determined by current show ring standards for a given breed).
5. Head carried too low (tip of ear below the withers).
6. Overflexing of straining neck carriage so the nose is carried behind the vertical.
7. Excessive nosing out (as determined by current show ring standards for a given breed).

Two & Three Year Old Training Class

Purpose: Animals will be rewarded for giving a quiet, steady and willing performance with emphasis on soft acceptance of the bridle, control, consistency and a positive disposition while executing the requirements of the class. A natural style of movement will be rewarded but quality of movement is not a key consideration in this class. Class procedures will follow those of western pleasure or hunter under saddle as appropriate.

Tack and Attire

1. Refer to the section entitled “**Western Tack and Attire**” and “**Hunter Tack and Attire**” for a description.
2. *Prohibited:* Curb bits, illegal snaffle bits, mechanical hackamore, draw reins, tie-down, any type of martingale, cavesson noseband, protective leg wraps or boots, crop, bat, whip, roping/gaming/closed reins.

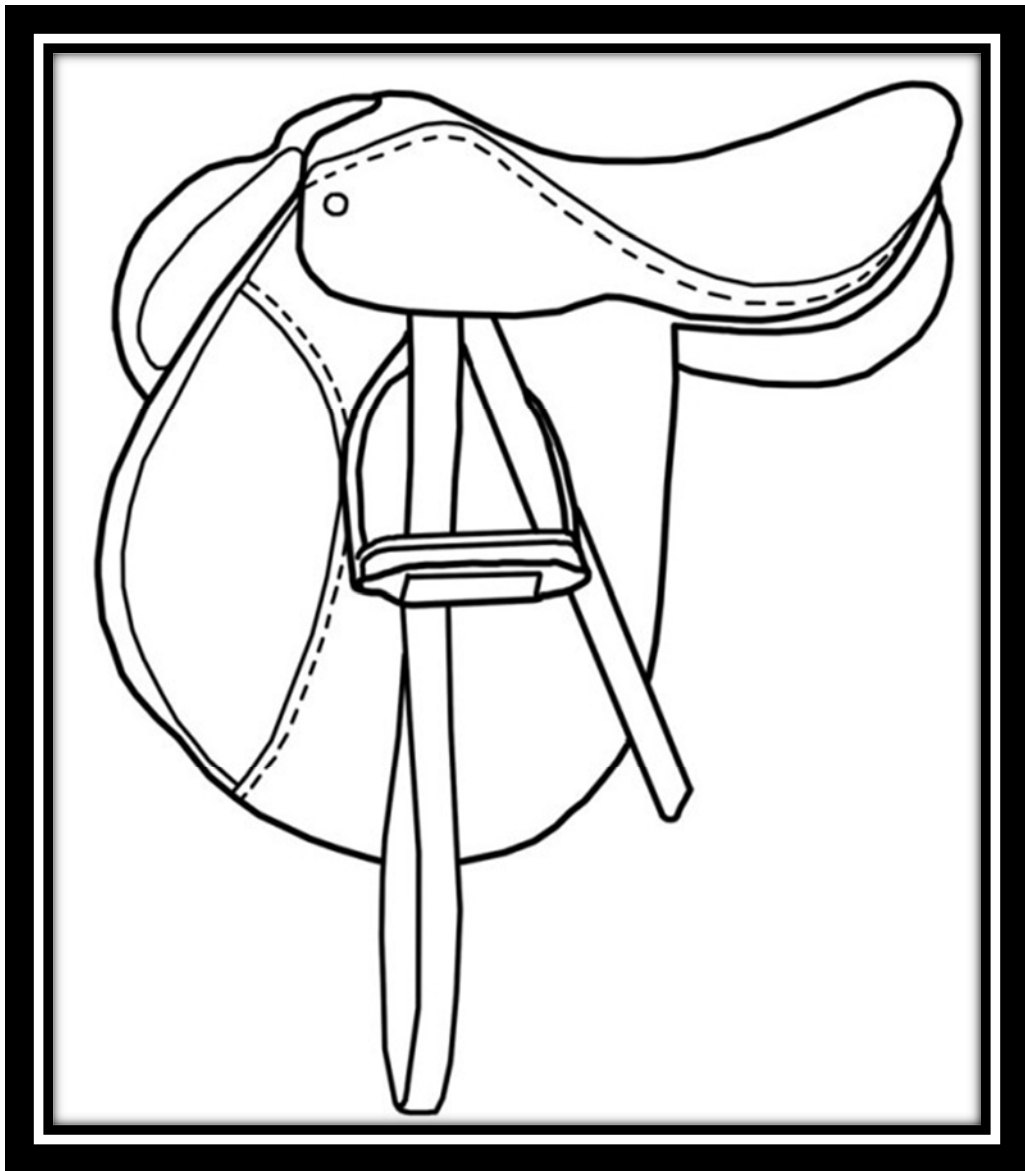
Class Procedures and Guidelines

1. Animals are to be shown at a walk, a jog (trot), and a lope (canter) on a reasonably loose rein or with light contact without undue restraint. Animals must back readily and stand quietly.
2. Animals are to work both ways of the ring at all three gaits and are reversed to the inside (away from the rail.) The judge may require entries to reverse at the walk or the jog but never at the lope.
3. A judge may ask for additional work of the same nature from any animal.
4. The rider shall not be required to dismount unless the judge wishes to check the equipment.
5. Entries are penalized for lacking brokenness, willingness, control, consistency and a positive disposition. Additionally, entries will be penalize for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, or head too high (as determined by current show ring standards for a given breed) or the poll being lower than the withers.
6. The exhibitor may not touch the horse or the saddle with the free hand.
7. Warm up time MAY be provided in the arena for entrants of this class prior to judging.

Disqualifications

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

HUNT SEAT CLASSES



Hunt Seat-Type Tack and Attire

Hunt Seat Tack: Halter and Showmanship

1. The animal is to be shown in either a halter or a bridle.
2. The halter must be plain, without decoration, and made of leather, adjusted to fit properly with a throat latch strap. A lead strap or rope with or without a chain is permissible. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the animal, but the chain may not be through the animal's mouth.
3. The bridle must be a hunt seat type as described in the section "**Hunt Seat Tack: Performance.**" If a snaffle bridle is used, whether a snaffle or kimberwicke bit, the animal is led with a single rein. (NOTE: For Arabians exhibited in a snaffle bridle a leather lead directly attached to the complete and closed noseband/cavesson is permissible. In this case, the mane must be braided and the snaffle rein buckled through the braid at the wither.) If a pelham or full bridle is used, the snaffle rein is on the animal's withers, while the animal is led with the curb rein.
4. *Optional:* Braided mane and forelock; braided mane, forelock and tail.
5. *Prohibited:* Dropped or figure-eight cavesson noseband, crop, whip, bit converter; decorated English- or Arabian-type show halter; braided tail without braided mane; curb straps or chains on snaffle bits.

Hunt Seat Tack: Performance

1. The saddle must be a hunter or forward-seat style, with or without knee rolls or padding.
2. The bridle is to be a hunter style with plain or raised leather browband and matching cavesson noseband.

The bit may be any snaffle (jointed or straight mouthpiece and no shanks), pelham (two sets of reins), or a Kimberwicke. Unconventional bits may be penalized. Examples of acceptable hunter bits are: Slow Twist, Corkscrew, Double Twisted Wire, French Link Snaffle, Kimberwicke, Single Twisted Wire, Loose Ring, and Fixed Port Steel Pelham. Any bits with a cathedral or donut mouthpiece, rough, sharp materials such as a screw mouthpiece or mechanically altered bits are illegal and cause for disqualification. Curb chains must be at least 1/2 inch wide and lay flat against the animal's jaw. See the section entitled "**Western Tack: Performance**" for an illustration of acceptable curbs (Figure 2). A hunter-type snaffle bit must be a straight or broken mouthpiece with no leverage applied. The mouthpiece must not have sharp materials such as screws, cathedrals, donut holes, etc. The mouthpiece may be rubber, copper, steel, etc. but must be 5/16 inch in diameter measured 1 inch in from the cheekpiece. See **Figure 4** for examples of acceptable bits. Any bit having any type of shank and a fixed rein requires the use of a curb strap.

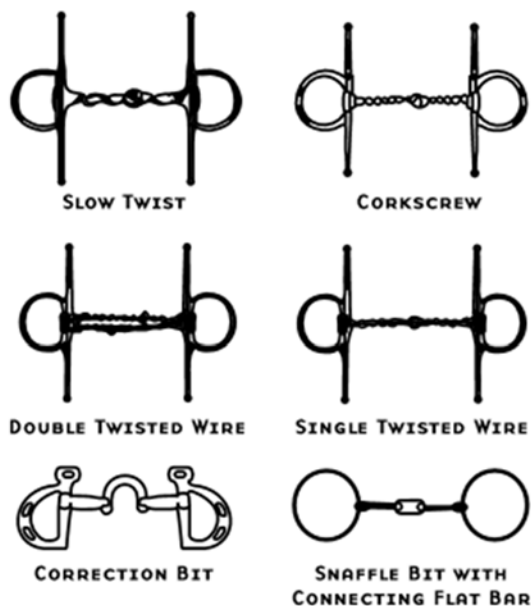


FIGURE 4. ACCEPTABLE HUNTER BITS.

3. Saddle pads and attachments shall be white, black or natural color with no ornamentation.
4. *Optional:* Bit converter if the exhibitor is age 12 or under; hunter-type breastplate; braided mane and tail; standing or running martingale in any class over fences. English breast plate, protective boots, leg wraps and bandages are allowed in hunt seat equitation on the flat and hunt seat equitation over fences.
5. *Prohibited:* Dropped or figure-eight cavesson noseband; any equipment or bit that the judge, the steward, or the show officials consider to be unduly severe or unsafe; braided tail without braided mane and forelock .curb straps or chains on snaffle bits. Draw reins except in open jumping. Martingales except in

working hunter, jumping or equitation over fences. Boots of any description, except in open jumping. Leg wraps, except in jumping. Whips other than crops or bats.

6. *Special note:* Additional optional and prohibited tack specific to any class is noted in the rules for that class.

Hunt Seat Attire

1. The exhibitor must wear knee-high hunt boots or paddock boots and garters, and solid color (excluding white) hunt breeches or jodhpurs. (For those requesting a religious exemption from wearing pants, an english style riding skirt (split skirt) shall be considered appropriate Hunter attire on the rider's lower half.) A long-sleeved shirt or blouse is required when a coat is not worn, but a short-sleeved shirt or blouse may be worn under a hunt coat. A hunt coat is recommended but not required. Hunt coats should be of a conservative color. Stock tie or choker is required. Hair must be neat and contained, as in a braid or hairnet and must not obscure exhibitor number. *Traditional attire is preferred.* ASTM/SEI approved protective headgear of black, dark blue, or brown color is required when mounted in any hunter-type classes and while the exhibitor is mounted on the showgrounds. See the section entitled "**Protective Headgear**" on page 1 for a description. Exhibitors should wear coats of any tweed or melton for hunting (conservative wash jackets in season) in traditional colors such as navy, dark green, grey, black or brown (maroon and red are improper),
2. .Optional: Gloves; unrowelled spurs in performance classes. Spurs of the unrowelled type that are blunt, round or that include a smooth rolling rubber or steel ball.
3. *Prohibited:* Rowelled spurs; unrowelled spurs in halter and showmanship classes; white breeches, curb straps or chains on snaffle bits.

Hunter Under Saddle

Purpose: In the class Hunter Under Saddle, the animal should be suitable to purpose. The animal should be sensible and well-mannered, providing a quiet and comfortable ride. The animal should move in a long, low frame and be able to lengthen or shorten the stride and cover ground as in a hunt field. For all gaits, the hunter should move in a well-balanced frame with long, smooth, rhythmical strides. There should be light contact with the bit at all times, and the poll should not be lower than the withers but rather slightly elevated so as to see an approaching obstacle.

Tack and Attire

1. Refer to the section entitled "**Hunt Seat-Type Tack and Attire**" for a description.
2. *Prohibited:* Any type of martingale, tie-down, draw reins; protective leg wraps or boots.

Class Procedures and Guidelines

1. The class is to enter the ring, turning right and proceeding in a counterclockwise direction. An animal should enter the ring with a bright, alert expression, maintaining a pleasant attitude throughout the duration of the class.
2. The entry will be worked at the walk, trot, and canter in both directions of the ring. If asked to back, the animal should back easily and stand quietly. Entries can also be asked to work at an extended trot and/or a hand gallop. At the option of the judge, horses may be asked to lengthen their stride at the walk, trot or canter, one or both ways of the ring. An extension is an obvious lengthening of the stride with a slight increase of pace while exerting less effort and appears smooth to ride (AQHA added 2018)
3. While working on the rail, the order to reverse should be executed by turning to the inside (away from the

rail). The exhibitor may be asked to reverse at the walk or the trot but not at the canter.

4. A hunter should work with light mouth contact. Its response to the rider and its free movement will be emphasized in judging.
5. The rider will not be required to dismount unless the judge wishes to check the equipment.
6. The judge may ask for additional work of the same nature from any animal. No work other than that listed in the “**Hunter Under Saddle**” section may be requested.
7. An entry shall be penalized (but not necessarily disqualified) for being on the wrong lead. Excessive speed or slowness, head too high (as determined by current show ring standards for a given breed) or poll below the withers, breaking gait, or appearing dull or lethargic will be penalized. Quick, short strides will be penalized.

Disqualifications

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider during the class.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

Hunter Hack

Purpose: In the class Hunter Hack, the animal should be sensible and well-mannered, providing a quiet, comfortable ride both on the flat and over fences (two low fences). The judge will consider the way of going, the style over fences, and evenness of the hunting pace. Placing in the class is determined by allowing the maximum of 30 percent for work on the flat. Horses may be asked to jump before doing flat work.

Tack and Attire

1. Refer to the section entitled “**Hunt Seat-Type Tack and Attire**” for a description.
2. *Prohibited:* Any type of martingale, tie-down, draw reins; protective leg wraps or boots.

Class Procedure and Guidelines

1. Fence work.
 - a. Animals are first required to jump two fences, 2 feet to 2 feet 6 inches in height. Jumps are to be set at least 4 yards off the wall, and spaced 36, 48 or 60 feet apart on a line for horses (a 4-stride minimum is recommended for safety in 4-H classes.) and 30, 40 or 50 inches apart for ponies. A ground line and standards with wings are recommended for each jump. Exhibitors should not be permitted to walk the two jumps.
 - b. Faults over fences will be scored as in **Hunter over Fences** classes. At the judge’s discretion, the contestant may be asked to hand gallop, pull up, and stand quietly after the last fence.
 - c. Animals being considered for an award then are to be shown at the walk, the trot, and the canter, both ways of the ring with light contact.
 - d. When necessary to split large classes by running more than one go-round, finalists must be both re-jumped and reworked on the flat.
2. Rail work.
 - a. Animals considered for an award are to be shown both directions of the ring at a walk, trot and canter. If asked to back, the animal should back easily and stand quietly.
 - b. While working on the rail, the exhibitor should execute the order to reverse by turning to the inside (away from the rail). The exhibitor may be asked to reverse at the walk or the trot but not at the

canter.

- c. A hunter should work with light mouth contact without undue restraint. The animal's response to the rider will be emphasized in judging.
- d. The rider shall not be required to dismount unless the judge wishes to check the equipment.
- e. An entry shall be penalized for being on the wrong lead, but not necessarily disqualified. Excessive speed, slowness, short, quick strides and breaking gait are to be penalized.
- f. A judge may ask for extended gaits during the rail work.

Hunter Over Fences

Purpose: The Hunter over Fences Class is designed to test the animal and the rider over a course of obstacles such as found in the hunt field. The judge will consider manners, way of going, and style of jumping. The animal is judged on its ability to move smoothly through a course of jumps with even striding. Judges will emphasize safe jumping and will fault any breaks in the rhythm of striding caused by jumping from a spot too close or too far away from the fence, or by jumping too high. Soundness is to be considered.

Tack and Attire

1. Refer to the section entitled "**Hunt Seat-Type Tack and Attire**" for a description.
2. *Optional:* Martingale, any type. Non-weighted bell boots, polo wraps, and splint or gallop boots.
3. *Prohibited:* Draw reins, rubber reins, dropped or figure-eight noseband

Class Procedures and Guidelines

1. The animal is to be judged over a designated course on hunting pace, manners, style of jumping, and way of going.
2. The course must have at least four different obstacles, and the animal must make at least eight jumps, with at least one change of direction.
3. Fences shall simulate obstacles found in the hunt field. Possible obstacles include brush, in-and-out, box, rails, oxer, coop, crossbar, gate, picket-type gate with a pole, etc. A triple bar, plastic (PVC) poles, poles less than 8 feet in length, poles less than 4 inches in diameter, bales of hay or straw, or hog backs are not to be used. Ground rails and wings are recommended for each fence.
4. Obstacles must be a minimum of 2 feet in height for ponies and 2 feet 6 inches for horses.
5. The show management must provide at least one practice jump in the make-up area and an opportunity for riders to walk the course without horses.
6. It is strongly recommended that in-and-outs NOT be used in classes for beginner riders or young horses jumping 2'6" or lower. Two stride in-and-outs, vertical to oxer, are the most common and safest to use. The distance between elements of in-and-out obstacles should be set at 20 feet for ponies and 24 feet for horses.
7. The judged course is not to be used as the practice course.
8. The show management must post the course one hour in advance of the class.
9. Animals must be placed on performance. Animals may be jogged (dismounted with the same bridle) into the ring in the order of placing for determination of soundness.
10. The judging starts when the animal enters the arena or 50 feet before the first obstacle on an outside course. The performance is over when the animal leaves the arena or goes 50 feet beyond the last obstacle.
11. Light touches are not to be considered in judging but may be recorded for reference in extremely close competition. Touching brush only on brush jumps is to be scored as a touch. Judges will emphasize safe jumping and will fault bad form over fences, including twisting.

12. When an obstacle contains more than one jump or element, faults are considered on each jump.
13. In case of a refusal or run-out on an obstacle that contains more than one jump or element, the entry may re-jump all previous elements of that obstacle.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider while on the course.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failure to complete the course or being off-course.
7. Jumping an obstacle before it is reset.

Handy Hunter Over Fences

Purpose: Test skills of riders and their horses which they might use during an enjoyable day of foxhunting combining the elements of flat and over fences classes. A handy hunter is a horse or pony that is very easy to maneuver around a course in a ring or in the hunt field.

Handy Hunter is similar to Working Hunter where the horse is judged on a course of obstacles that again simulate obstacles found in a hunting field: fences, brush and walls. Refer to the section entitled "**Hunter Over Fences**" for a description of allowed obstacles.

Depending on the division, obstacles can range in height from 18" to 3 feet 3 inches.

In Handy Hunter classes obstacles must simulate those found in trappy hunting country. Different elements that might be seen in a handy hunter course include, but are not limited to; rollbacks, trot fences, a gate to open and/or close from the horse's back, etc. The course must simulate riding over hunt country and must include a minimum of three (3) of the following handy options: tight turn options, bending line, rollback turn, different tracks, clever options for jump approaches, fence at the end of the ring, hand gallop a jump (not recommended for the younger ages division), trot a lower obstacle not to exceed 3'0" in height, execute a walk fence while mounted not to exceed 12" in height. Leading over an obstacle and opening and/or closing a gate while dismounted is not permitted. Gimmicky options are not appropriate. The distance between elements of an in-and-out should be set at 20 feet for ponies and 24 feet for horses. In-and-outs are optional for Pony classes

Judges must place emphasis on promptness and tight turns with precedence being given in that order. Handiness is defined as time and ground saving movement without adversely affecting performance or style. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style. Hand Gallop is defined as a significant increase in pace without sacrificing performance or style.

Tack and Attire

1. Refer to the section entitled "**Hunt Seat-Type Tack and Attire**" for a description.
2. *Optional:* Martingale, any type. Non-weighted bell boots, polo wraps, and splint or gallop boots.
3. *Prohibited:* Draw reins, rubber reins, dropped or figure-eight noseband.

Class Procedures and Guidelines

1. The Handy Hunter class may not be the first class of a division or section.
2. Practice jumps should be available in the warm-up area.

3. The judged course is not to be used as the practice course.
4. All animals should have jumped at least ONE round prior to entry in Handy Hunter.
5. Ground poles are NOT required in Handy Hunter however they are recommended in the younger age divisions.
6. The show management must post the course one hour in advance of the class.
7. The judging starts when the animal enters the arena or 50 feet before the first obstacle on an outside course. The performance is over when the animal leaves the arena or goes 50 feet beyond the last obstacle.
8. Light touches are not to be considered in judging but may be recorded for reference in extremely close competition. Touching brush only on brush jumps is to be scored as a touch. Judges will emphasize safe jumping and will fault bad form over fences, including twisting.
9. When an obstacle contains more than one jump or element, faults are considered on each jump.
10. In case of a refusal or run-out on an obstacle that contains more than one jump or element, the entry may re-jump all previous elements of that obstacle.

Judging

1. The handy hunter shall be judged and numerically scored on quality, movement, jumping style, handiness, manners and way of going. Pace and brilliance are to be rewarded,
2. In addition to the base score, a Handy Bonus Score consisting of zero (0) to ten (10) bonus points to each horse and rider combination for handiness of round. Scores must be announced separately and then added together to determine each horse-and-rider combination's score from each judge.
3. All ties will be broken by the base score of the judging panel before adding handy bonus points.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or rider while on the course.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failure to complete the course or being off-course.
7. Jumping an obstacle before it is reset.

Jumper

Purpose: The Jumper Class is designed to test the ability of the rider to maneuver the horse over obstacles in a clean, efficient, and safe manner. Performance is scored mathematically.

Tack and Attire

1. Refer to the section entitled "**Hunt Seat-Type Tack and Attire**" for a description. Coats may be optional.
2. Optional equipment in open jumpers: Any type of martingale, tie-down, rubber reins, dropped or figure-eight noseband, protective leg wraps, or boots.

Class Procedure and Guidelines

1. Course description.
 - a. The animal is to be scored over a designed course determined by the show management (see the Scoring Table section below).
 - b. The course must have a minimum of four different obstacles, and the animal must make at least eight jumps, with at least one change of direction.
 - c. Possible obstacles include brush, in-and-out, brush box, rails, oxer, coop, crossbar, gate, picket-type gate with a pole, etc. A triple bar, plastic (PVC) poles, poles less than 8 feet in length, poles less than 4 inches in diameter, bales of hay or straw, or hog backs may not be used.
 - d. It is strongly recommended that in-and-outs NOT be used in classes for beginner riders or young horses jumping 2'6" or lower. Two stride in-and-outs, vertical to oxer, are the most common and safest to use. The distance between elements of in-and-out obstacles should be set at 20 feet for ponies and 24 feet for horses.
 - e. The starting mark should be at least 12 feet before the first obstacle and at least 24 feet beyond the last obstacle.
 - f. Obstacles must be a minimum of 2 feet 6 inches in height for ponies and 2 feet 9 inches for horses, and must not exceed 3 feet 3 inches for the initial jumping round.
 - g. The show management must provide at least one practice jump in the warm-up area, and exhibitors (without horses) should be permitted to walk the course.
 - h. The show management must post the course one hour in advance of the class. For an example of a possible course, refer to the section "**Hunter over Fences.**"
2. Scoring.
 - a. Scoring starts when the horse passes the starting mark and ends when it passes the finish mark. A "time allowed" is designated before the class starts. It may be adjusted after several riders have gone.
 - b. If the horse incurs two faults at one time at an obstacle, the major fault at the top element will be scored.
 - c. Only major faults (knockdowns and disobediences) will be scored. Touches will not count.
 - d. When an obstacle contains more than one element, faults are scored on each.
 - e. In case of a refusal or run-out on an obstacle that contains more than one jump or element, the entry must re-jump all elements of that obstacle.
3. When a round is free of faults and is performed within the initial time allowed, a jump-off course is completed as well. Time in the jump-off and major faults count. Those rounds receiving no faults or the fewest faults will be placed ahead of any rounds with more faults but faster times.
4. Scoring table
 - a. Knocking down an obstacle, any portion of an obstacle, a timer, or cones by any part of the animal or the rider. *Four Faults*
 - b. First disobedience anywhere on course – *Four Faults*.

Disobediences include refusals and runouts

- i. Refusal: When a horse stops in front of an obstacle (whether or not the obstacle is knocked down or altered), it is a refusal unless the horse then immediately jumps the obstacle without backing one step. If horse takes one step backwards, it is a refusal.
 1. After a refusal, if horse is moved towards the obstacle but does not attempt to jump, it is considered another refusal.
 2. In the case of a refusal on an in-and-out jump, the horse must return to the start of the in-and out sequence and re-jump previous elements as well as following elements
 3. An animal circling as to cross its own path while on course shall be considered a refusal.
 - ii. Run-out: A run-out occurs when the horse evades or passes the obstacle to be jumped, jumps an obstacle outside its limiting markers or when the horse or rider knocks down a flag, standard, wing or other element limiting the obstacle without the obstacle being jumped.
 1. Loss of forward movement: Failure to maintain trot, canter or gallop after crossing starting line, except when it is a refusal, a runout or when due to uncontrollable circumstances, such as when an obstacle is being reset.
 2. Unnecessary circling on course: Any form of circle or circles. Whereby the horse crosses its original track between two consecutive obstacles anywhere on the course except to retake obstacle after refusal or runout
 - c. Second cumulative disobedience (anywhere on course). – *Four Faults*
 - d. In case of broken equipment, the rider may either continue without penalty or stop and correct difficulty, in which case he/she will be penalized *Four Faults*
 - e. Knockdown of an obstacle – *Four Faults* per obstacle (An obstacle is considered knocked down when a horse or rider, by contact:
 - I. Lowers any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle even when the falling part is arrested in its fall by an portion of the obstacle; or
 - II. Moves any port thereof which established the height of the obstacle so it rests on a different support from the one which it was originally placed;
 - III. Knocks down an obstacle, standard wing, automatic timing equipment or other designated markers on start and finish lines.
 - IV. Note that if an obstacle falls after the horse leaves the ring, it shall not be considered a knockdown.
 - f. Elimination
 - i. Third cumulative disobedience (anywhere on course).
 - ii. Animal bolting from ring, mounted or not.
 - iii. Failing to complete the course, off course.
 - iv. Jumping an obstacle before it is reset.
 - v. Falling of the animal or the rider.
 - vi. Starting before judges signal to proceed.
 - vii. Failure to enter ring within one minute of being called.
 - viii. Failure to cross starting line within 45 seconds after audible signal to proceed.
 - ix. Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle, or after crossing the finish line, whether forming part of the course or not.
 - x. Excessive use of a whip, rope, crop, bat or reins anywhere on the horse.
5. Jump-offs
- a. Animals tied with jumping faults shall execute the jump-off at the same fence heights. Animals tied with clean rounds shall have at least one-half the fences raised 3 inches for the jump-off.
 - b. The jump-off will be scored on jumping faults (including disobedience, falls, and knockdowns) and

time.

- c. The course may be shortened, and fences may be raised for clean rounds. Time will be used only to place animals with clean rounds or tied with equal jumping faults in the jump off.

Disqualification

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider while on the course.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failing to complete the course or being off course.
7. Jumping an obstacle before it is reset.

Hunt-Seat Equitation on the Flat

Purpose: The Hunt-Seat Equitation on the Flat class provides an opportunity for the 4-H exhibitor to display his or her ability as a rider; that is, the seat, hand, and leg positions and the ability to control and show the mount are judged. Hunt-Seat Equitation is to be evaluated as the combined performance of the rider and the equine. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes

Tack and Attire

1. Refer to the section entitled "**Hunt Seat-Type Tack and Attire**" for a description.
2. *Prohibited:* Any type of martingale, tie-down, or draw reins; protective leg wraps or boots.

Class Procedures and Guidelines

1. Any or all riders may be required to execute any appropriate test necessary to judge the riding ability of the rider. It is mandatory that the judge post the pattern at least one hour prior to commencement of the class.
2. Any or all riders may be asked to work at a walk, a trot, and a canter in both directions of the ring. The class may, at the judge's discretion, be asked to extend normal gaits, or to back. Judge may NOT call for a mount and dismount,
3. The class is to enter the ring, turn to the right, and proceed in a counterclockwise direction. Entries may be reversed at the walk or the trot, at the judge's discretion, but they shall not be asked to reverse at the canter.
4. The rider is to be judged on his or her basic position in the saddle; hand, seat, leg, body, and foot positions; the ability to control and show the animal; and the suitability of the animal to the rider. The performance is not considered more important than the rider's method to obtain the performance.
5. *Hand position:* Hands should be light and educated and held in an easy position. There should be light contact with the animal's mouth. The bight of the reins may fall to either side. Hands should be held in front of the saddle, over and in front of the withers, several inches above the withers at a height best suited to the animal. The thumb should be closed over the reins. Knuckles should be 30° inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Arms are held quiet and close to the sides.

Basic position: Toes should be slightly out at an angle best suited to the rider's conformation, with ankles flexed in, heels down, and calves in contact with the animal very slightly behind girth. The iron should be on the ball of the foot with an even pressure on the width of the sole and the center of the iron. The seat is erect at the walk and should appear comfortable and balanced. For other gaits, the rider's body should

be inclined slightly forward so as to create an impression of moving with the horse in a fluid fashion. Riders should avoid a stiff, rigid appearance. The back should be straight but relaxed, with the shoulders square and head up.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider during the class.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

Hunt-Seat Equitation Over Fences

Purpose: The Hunt-Seat Equitation over Fences Class provides an opportunity for the 4-H exhibitor to display ability as a rider over a course of hunt-type fences. Equitation is to be evaluated as the combined performance of the rider and the mount. The rider is judged on ability to maneuver the equine through a course of jumps with even striding. The judge will emphasize safe jumping and will fault breaks in rhythm of striding caused by jumping from a spot too close or too far away from the fence, or by jumping too high.

Tack and Attire

1. Refer to the section entitled "**Hunt Seat-Type Tack and Attire**" for a description.
2. *Optional:* Any type of martingale; protective leg wraps or boots; polos of conservative colors.
3. *Prohibited:* Draw reins or rubber reins.

Class Procedures and Guidelines

1. The rider is to be judged over a course of at least eight jumps over a minimum of four obstacles as determined by the show management. Fences should be hunter type. For types, distances, courses, disobediences, etc., refer to the section entitled "**Hunter over Fences.**"
2. Obstacles must be 2 feet to 2 feet 6 inches for ponies and 2 feet 6 inches to 3 feet 3 inches for horses.
3. The exhibitor should be given time to walk the course without the horse before the class.
4. Except for refusals, jumping faults of the animal are not to be considered unless said fault is the result of the rider's ability.
5. Any or all contestants may be asked to perform further tests over fences or on the flat at the discretion of the judge.
6. The rider is to be judged on his or her basic position in the saddle; hand, seat, leg, and foot positions; the ability to control and show the horse; and the suitability of the animal to the rider. The performance is not to be considered more important than the rider's method to obtain said performance.
7. *Hand position:* The hands should be light, educated, and held in an easy position. Bight of the rein should be on the off side (either side for saddle-type horses). Hands are held above the withers at a height best suited to the animal making a straight line from the horse's mouth to the rider's elbow. Arms are held quiet and close to the sides.
8. *Basic position:* See the section entitled "**Hunt-Seat Equitation on the Flat.**" Also, a good foundation showing good balance with the horse should be obvious. In jumping, a good release is necessary. The rider should always stay "in the center" of the horse, jumping with the motion of the horse, not getting ahead or getting left behind. The upper body position should be soft, not perched, allowing the rider to be maximally effective. More difficult "inside" turns executed smoothly can gain an edge over a more conservative ride. Good, straight corners are important. The lower leg should be the base of support and should be held against the side of the horse with the weight well into the heel. The eyes should be focused

ahead.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider on the course.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failing to complete the course or being off course.
7. Jumping an obstacle before it is reset.

Pattern Riding

Hunt Seat tack and attire may be appropriate for this class. Please refer to the showbill for tack and attire requirements or limitations. The full class description and rules for this class can be found under the Western section.

Trail

Hunt Seat tack and attire may be appropriate for this class. Please refer to the showbill for tack and attire requirements or limitations. The full class description and rules for this class can be found under the Western section.

SADDLE SEAT
& GAITED
HORSE
CLASSES



Saddle Seat or Gaited Tack and Attire

Saddle Seat/Gaited Horse Tack: Halter and Showmanship

1. The animal is to be shown in a halter or a in a bridle, which may be decorated. Colts under age two may be shown in a halter.
 - a. Gaited Horse Halter/Model: Spotted Saddles Horses are always shown in western tack and attire and always in a halter. They do not show in hand in a bridle. A halter or bridle is allowed for all other gait breeds. If shown in English attire braids are required if appropriate to the gaited breed.
2. The halter may be leather, nylon, or rope; or it may be a specialized-breed show halter, adjusted to fit properly with a throat latch strap. The lead strap or rope may be equipped with a chain. If a chain is used, it may be run through the rings of the halter in a manner that gives the exhibitor the most control of the animal, but in no case may the chain be run through the animal's mouth.
3. The bridle must be a pelham (one mouthpiece with two sets of reins), a full bridle (two sets of reins with separate bits and cheekpieces), or a Walking Horse bridle with one bit and one set of reins, all as described in the section "**Saddle Seat/Gaited Tack: Performance.**" If the bridle is equipped with two reins, the snaffle rein is over the horse's head, resting on the horse's withers, and the animal is led with the curb rein. The curb chain must be at least one-half inch wide and lay flat against the animal's jaw.
4. *Optional:* A whip.
5. *Prohibited:* Dropped noseband, leg chains or boots. Regardless of breed, shagging is not permitted.

Saddle Seat/Gaited Horse Tack: Performance

1. The saddle must be English style and may be a show, cutback or park. The saddle must fit both the animal and the rider. NOTE: For gaited breeds in any class except equitation (where a cutback is required) a dressage saddle is legal.
2. The bridle must be the English type, with plain or decorative browband and cavesson noseband. It may be a pelham (two sets of reins), a weymouth or full bridle (two sets of reins with separate bits and cheekpieces), or a Walking Horse bridle with curb bit and one set of reins. The curb chain must be at least 1/2 inch wide and lay flat against the animal's jaw. See Figure 2 for an illustration of acceptable curbs.
3. Web, cord, leather(plain or patent) or linen girths are permitted.
4. *Optional:* A whip, blunt end spurs and /or riding crops .
5. *Prohibited:* Draw reins along with standing or running martingales are prohibited. Also prohibited are tie-downs, dropped noseband and leg chains.

Saddle Seat/Gaited Horse Attire

1. Minimum requirements are tailored long pants, a long-sleeved shirt or blouse, tie and jodhpur boots. If a coat is worn, a short-sleeved shirt or blouse is permitted. For halter a suitable hat and coat are recommended. A traditional saddle suit riding habit with matching jacket and pants is preferred; however, a colored day coat may be worn in Saddle-Seat Pleasure (**not** Equitation). Hair must be restrained. For all exhibitors. ASTM/SEI approved protective headgear is required whenever the exhibitor is mounted on the showgrounds. See the section entitled "**Protective Headgear**" on page 1 for a description.
 - a. INFORMAL
 - i. Pleasure Riding habit will consist of jacket with collar and lapels (either a colored Day Coat or a conservative coat matching the jods), a collared shirt, tie, vest and complimentary gloves and jodhpur pants and boots. Day coats of any color are acceptable in pleasure classes only. Conservative color matching suits **MUST** be worn for equitation. Conservative colors for matching suits include black, blue, grey, burgundy, green, beige, or brown and may contain herringbone, pin stripes, and other combinations of colors that

appear solid. Colors not included in this list are not acceptable and must be penalized but may not be disqualified. Informal dress is permitted in Saddle Seat classes, day or night. NOTE: For TWH & SSH unless the class is equitation or a championship class, there are no restrictions or penalties for coats colors.

- ii. Equitation Riding habit will consist of jacket with collar and lapels of the same conservative color with matching jodhpurs, a collared shirt, tie, vest and complimentary gloves, jodhpur boots, and protective headgear. Conservative colors for informal riding habits include black, blue, grey, burgundy, green, beige, or brown and may contain herringbone, pin stripes, and other combinations of colors that appear solid. Colors not included in this list are not acceptable and must be penalized but may not be disqualified. Day coats are NOT permitted in equitation. Informal dress is permitted in Saddle Seat classes, day or night.
 - b. FORMAL: More conservative attire is permitted for evening classes. Riding habit will consist of tuxedo-type jacket with collars and lapels of the same color with matching jodhpurs, formal shirt, bow tie, and vest or cummerbund. Solid colors for formal riding habits include dark grey, dark brown, dark blue, or black. Formal shirt must be white or off-white with the bow tie and vest or cummerbund to match shirt or riding habit in color. Colors not included in this list are not acceptable and must be penalized but may not be disqualified.
 - i. Formal riding habits are not to be worn before 6:00 p.m. and are not mandatory after 6:00 p.m.
 - ii. Exhibitors competing on pleasure horses have the option to wear formal attire after 6:00 p.m.
2. *Optional:* Gloves may be worn in all classes; unrowelled spurs in performance classes.
 3. *Prohibited:* Spurs in halter and showmanship classes; rowelled spurs at any time.

Saddle-Seat Pleasure

Purpose: The Saddle-Seat Pleasure Class provides the 4-H exhibitor an opportunity to exhibit animals described as well-mannered, free-moving, and animated individuals that provide a pleasant ride. The animal may be shod with plates only or with weighted shoes and pads. It is recommended that gaited horses be given their own separate class in order to showcase their skills. If a separate class is offered, there should be no cross-entry between classes. Tennessee Walking Horses (TWH) and Spotted Saddle Horses (SSH) should not have weighted shoes or pads, unlike Saddlebreds, Morgan's, Arab's, etc.

Tack and Attire

Refer to the section entitled “**Saddle Seat/Gaited Horse Tack and Attire**” for a description. The number should be worn on the rider's back

Class Procedures and Guidelines

1. Conformation is not to be considered in judging this class.
2. Transition of gaits is to be performed smoothly, with light rein and light mouth contact. Animals must be brought to a walk between all gaits.
3. Saddle-Seat Pleasure will be judged on performance, manners, and suitability at the walk, the trot (or equivalent breed gait), and the canter, both ways of the ring.
4. The class is to enter the ring at a trot (or equivalent breed gait), turn to the right and proceed in a counterclockwise direction initially.
5. When asked to back, the animal must stand quietly and back readily.

6. The animal should display style and attractive carriage of the head and the tail.
7. An animated but controlled manner is desired.
8. The walk should be brisk, true, flat-footed, and ground covering.
9. The trot (or equivalent breed gait) should be brisk, cadenced, easy, and balanced. The rider should post to a trot but not to the equivalent breed gait or rack.
10. The canter should be smooth, unhurried, collected, and straight on both leads.
11. Extended gaits shall not be requested.
12. Extreme speed, slowness, breaking gait, incorrect leads, laboring action, pulling, head tossing, going sideways, or tail switching will be penalized.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing unsafe condition, as determined by the judge.

Saddle-Seat Equitation

Purpose: The Saddle-Seat Equitation Class provides an opportunity for the 4-H exhibitor to display ability as a rider, that is, the seat, hand, and leg position and the ability to control and show the mount. Saddle-Seat Equitation is to be evaluated as the combined performance of the animal and the rider. Since Saddle Seat Equitation for the non-gaited rider is based largely on performance at the trot, it is recommended that gaited horses be given their own class in which to showcase their skills. If a separate class is offered, there should be no cross-entry between classes.

Tack and Attire

Refer to the section entitled "**Saddle Seat/Gaited Horse Tack and Attire**" for a description. The number should be worn on the rider's back.

Class Procedures and Guidelines

1. The entire class shall be worked at a walk, a trot (or equivalent breed gait), and a canter, both ways of the ring. Extended gaits may not be requested. The class may, at the judge's discretion, be asked to back.
2. The class is to enter the ring at a trot, turn to the right, and proceed in a counterclockwise direction initially. (NOTE: TWH & SSH enter at a flat walk or first gait and work to the left first. All patterns are ridden at the end of the class.)
3. While working on the rail, the rider may execute the order to reverse by turning toward or away from the rail; this maneuver may be done only from the walk. Animals must be brought to a walk between all gaits.
4. Any or all riders may be required to execute any appropriate test necessary to judge their riding ability.
5. The rider will be judged on his/her basic position in the saddle and hand, seat, and foot positions.
6. *Hand position:* Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show sympathy, adaptability and control. The hands are held above the withers at a height best suited to the animal. Forearms and reins should form a fairly straight line from the exhibitor's elbow to the animal's mouth. The method of holding the reins is optional however both hands must be used, the snaffle rein should be outside the curb rein, and all reins must be picked up at one time. Bight of rein should be on the off side. The arms are held quiet and fairly close to the rider's side.
7. *Basic position:* The ball of the foot should be on the stirrup, with heels lower than the toes, feet nearly

parallel, and the stirrups slanted slightly outward. The seat should be erect and appear comfortable and balanced. The rider's back should be straight but relaxed, the shoulders square, and the head up. The rider's knees and thighs should have definite contact with the saddle.

8. Excessive kicking or spurring, losing contact with the stirrups (unless asked by judge to drop irons), or failure to post on the correct diagonal will be penalized.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

Country Pleasure

Purpose: Good Country Pleasure horses have a free-flowing stride that allows them to comfortably and calmly move forward with grace and style. Their natural conformation allows them to carry the head and neck in a relaxed, upright position. They are bright and alert while remaining attentive and responsive to the rider. The attitude of the ideal Country English Pleasure horse is pleasant, confident, responsive and obedient. These horses perform all the gaits (walk, trot, and canter) correctly in an unassuming, unforced fashion while under light contact. They are totally balanced individuals with exemplary manners. These horses give the impression of being a true pleasure to ride. Light contact must be maintained with all reins at all gaits.

These horses may be shown unshod or plain shod with plates or with weighted shoes and pads. Plain-shod includes shoes which are thicker at the heel and may include toe clips and side clips. NOT permissible as plain shod: bands, bars, lead, springs, or any attachment to the shoe that extends below the bottom of the shoe.

These horses are shown with a full mane and tail. Braids are prohibited. Tails must not be gingered or in a tail set, bustle, or brace.

TWH and SSH showing in country pleasure cannot be shod with anything above a keg shoe. For TWH & SSH showing in Country Pleasure - English classes braids are always required. For TWH and SSH a trail walk, halt on the rail and back are called in Country Pleasure classes. The head carriage of TWH and SSH country pleasure classes is parallel with the ground or just slightly higher than parallel. TWH and SSH country pleasure horses have the least amount of action of any of the rail division horses for these breeds.

Tack and Attire

Refer to the section entitled "**Saddle Seat/Gaited Horse Tack and Attire**" for a description.

Class Procedures and Guidelines

1. Conformation is not to be considered in judging this class.
2. Transition of gaits is to be performed smoothly, with light rein and light mouth contact. Animals must be brought to a walk between all gaits. The trot to canter transition is not permitted.
3. Country English Pleasure will be judged on performance, manners, and suitability at the walk, the trot, the extended trot, and the canter, both ways of the ring.
4. The animal should display style and attractive carriage of the head and the tail.
5. An animated but controlled manner is desired.
6. The walk should be brisk, true, flat-footed, and ground covering. A flat walk is a class requirement.
7. The trot should be brisk, cadenced, easy, and balanced. The rider should post the trot.
8. The canter should be smooth, unhurried, collected, and straight on both leads.

9. Extreme speed, slowness, breaking gait, incorrect leads, laboring action, pulling, head tossing, going sideways, or tail switching will be penalized.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing unsafe condition, as determined by the judge.

Gaited Horse Pleasure

Classes should be specified as Gaited Horse English Pleasure or Gaited Horse Western Pleasure.

These classes must be specified as 2 gait (first gait and intermediate gait) or 3 gait (first gait, intermediate, and third gait (a canter for most gaited horse, with the exception of Icelandics and Paso's)).

Gaited Horse Pleasure Tack

1. English saddles are standard equipment, unless specific class requirements indicate otherwise.
2. Braids are appropriate and required in all under saddle rail classes where English tack and attire are used. They are prohibited in western events.
3. One whip per exhibitor no longer than four feet, including the snapper. Whips are prohibited for entries shown in western tack/attire.
4. Any Western Saddle with a horn is used in classes which permit Western Tack. Silver tack may be used but shall not be given preference over good working tack.
5. Any standard English or Western, single rein bridle may be used.
 - a. Curb Chains or Curb Straps:
 - i. The curb chain or curb strap in English classes must use curb hooks and the must lie flat against the jaw. A plain all leather curb strap may also be used in place of a curb chain and curb hooks. They must be at least ½ inch wide and they must be used on a curb bit.
 - ii. The curb chain or curb straps in Western classes would include any with tooled, non-tooled or worked leather and/or silver, tassels, or a combination curb chain with plain buckle leather ends and they must be used on a curb bit.
6. Severe bits are discouraged and bleeding of the mouth or muzzle will be penalized in the final judging. Judges may excuse entries wearing equipment he/she considers too severe.
7. *Prohibited Tack:*
 - a. Australian stock saddles.
 - b. Cross chain cavesson.
 - c. Full blinders of any type are not permitted on the show grounds at any time.
 - d. A gag bit with no shanks is not considered a standard walking horse bit and is prohibited.
 - e. While in the show ring, artificial appliances of any kind, including but not limited to leg wraps and artificial tails of any kind, are prohibited on all horses.
 - f. Shanks in excess of 9 ½ inches in length are prohibited. Shanks are measured from the very top of the metal to the very bottom of the metal, including the rings to which the cheeks and reins are attached.
 - g. Lashes, plastic bags, appendages or any other appliances of any kind attached to a whip are prohibited.
 - h. Whips are prohibited for entries shown in western tack/attire

Gaited Horse Pleasure Attire

1. In English classes correct attire includes English riding habit, polished shoes or boots, pant tie downs, or underpasses. English spurs and gloves are optional
2. In Western classes correct attire includes western style long pants, western style long sleeve, collared shirt, western hat and western boots. Optional attire includes western spurs, gloves, chaps, coat, vest, and/or jacket, western tie, bolo, or scarf
3. Exhibitor's hair must be neat and well groomed. Long hair must be styled so the back number can be seen easily.

Equipment

- A horse five years old or older must be ridden in a curb or shank bit one handed. **This rule applies at all five year old and older western horses in all events unless otherwise stated.** A bosal or snaffle may be used on four year old or younger western horses. (Exception: When using a bosal or snaffle on a four year old or younger horse, the rider must use two hands on the reins.) **This rule applies to all four year old and younger horses in all events while using a bosal or snaffle unless stated otherwise.**
- The use of plastic wrap on horses legs while on show grounds is prohibited.
- **Alteration of Markings/Hoof Polish or Foreign Substances:** Any change in color of markings is prohibited. Only clear grooming materials are allowed on hide and hair. Materials may be used to remove stains. **Only clear hoof polish is permitted.**
- Foreign substances of any kind are not permitted on the pasterns or lower legs.

Class Procedure and Guidelines

Horses shall be worked both ways of the ring at all required gaits sufficiently for all horses to have performed before each officiating judge. Horse must perform all required gaits both ways of the ring. A horse that has not performed all required gaits shall not be placed over a horse that has performed all gaits.

NOTE: The reverse is executed by turning towards the rail in an English class, whereas in a western class the reverse is executed by turning away from the rail.

After the preliminary work out of each class, all horses shall be lined up and inspected by the Judge. During the lineup a Judge makes the final decision (on possible Rule violations) as whether to excuse a horse or permit it to remain in the class. All horse will be required to back.

Gaited Horse Equitation

Classes should be specified as Saddle Seat Equitation (English) or Stock Seat Equitation (Western).

Saddle Seat Equitation

1. All riders in Saddle Seat Equitation shall be required to address their reins. Description of this maneuver follows: With reins in proper basic position, separate hands out and down, so that the buckle closure of the reins rests on the horse's withers right in front of the saddle. Using the rider's left hand, grasp both reins at the buckle closure, with first two fingers gripping the right rein. Left rein goes between ring finger and little finger. With the right hand, grasp the buckle and gently and neatly remove the slack from the reins by pulling upward and placing the bight on the off side. Rider's right hand grasps right rein while left thumb keeps reins closed.
2. A standard walking horse cutback saddle is required.

Stock Seat Equitation

1. In Stock Seat Equitation the judge shall ask each rider to back their horse from the line-up and execute a 360 degree turn.

Class Procedures and Guidelines

1. Class works both way of the ring at all three gaits, lines up, at which time the judge will ask each rider to back their horse. (For SSH & TWH it is typical for riders to stop and pivot their horses to the inside on the reverse)
2. The judge shall ask for individual workouts from competitors he or she feels to be the top competitor plus two more than the number of ribbons.
3. Performance of the horse shall in no way be considered except as it relates to manageability, control and proper response to the equitation rider.
4. All patterns should be posted no less than 1 hour before the start of the class. (See the section entitled "**Patterns**" at end of these Guidelines for suggested patterns).

Gaited Ranch Riding

Purpose: The purpose of the Ranch Riding horse should reflect the versatility, attitude, and movement of a working plantation horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working plantation. This class should show the horse's ability to work at a forward working speed while under the control of the rider (correctness of gait should not be sacrificed for speed). Light contact should be rewarded. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

Class Procedures and Guidelines

1. Each horse will work individually, performing both the required and optional maneuvers,
2. The required maneuvers will include the trail walk, flat walk and the canter both directions: and the second gait and extended canter at least one direction, as well as stops, and back.
3. Three optional maneuvers may include a side pass, turns of 360 degrees or more, change of lead (simple), trail walk or canter over poles, or some reasonable combination or maneuvers that would be reasonable for a plantation horse to perform.
4. The maneuvers may be arranged in various combinations with final approval by the judge.
5. Transitions should be performed where designated, with smoothness and responsiveness.
6. No time limit.

7. One of the suggested patterns may be used, however a judge may utilize a different pattern as long as all the required maneuvers and the three or more optional maneuvers are included.
8. The use of natural logs is encouraged.
9. Touching of holding the saddle horn is acceptable.

Ranch Riding Appeal and Equipment: Equipment with silver should not count over a good working outfit.

Ranch Riding Scoring: Each horse will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 ½ excellent. Maneuver scores are to be determined and assessed independently of penalty points.

A contestant shall be penalized each time the following occur:

- One Point Penalties
 - Over bridled
 - Break of gait for 2 strides or less
- Three Point Penalties
 - Break of gait for more than 2 strides
 - Wrong lead or out of lead

Adapting a Stock Pattern for a Gaited Horse

Stock Horse Gait Call Out	Gaited Horse Equivalent
Walk	Trial Walk (most flat footed walk)
Trot	First Gait
Extended Trot	Second Gait

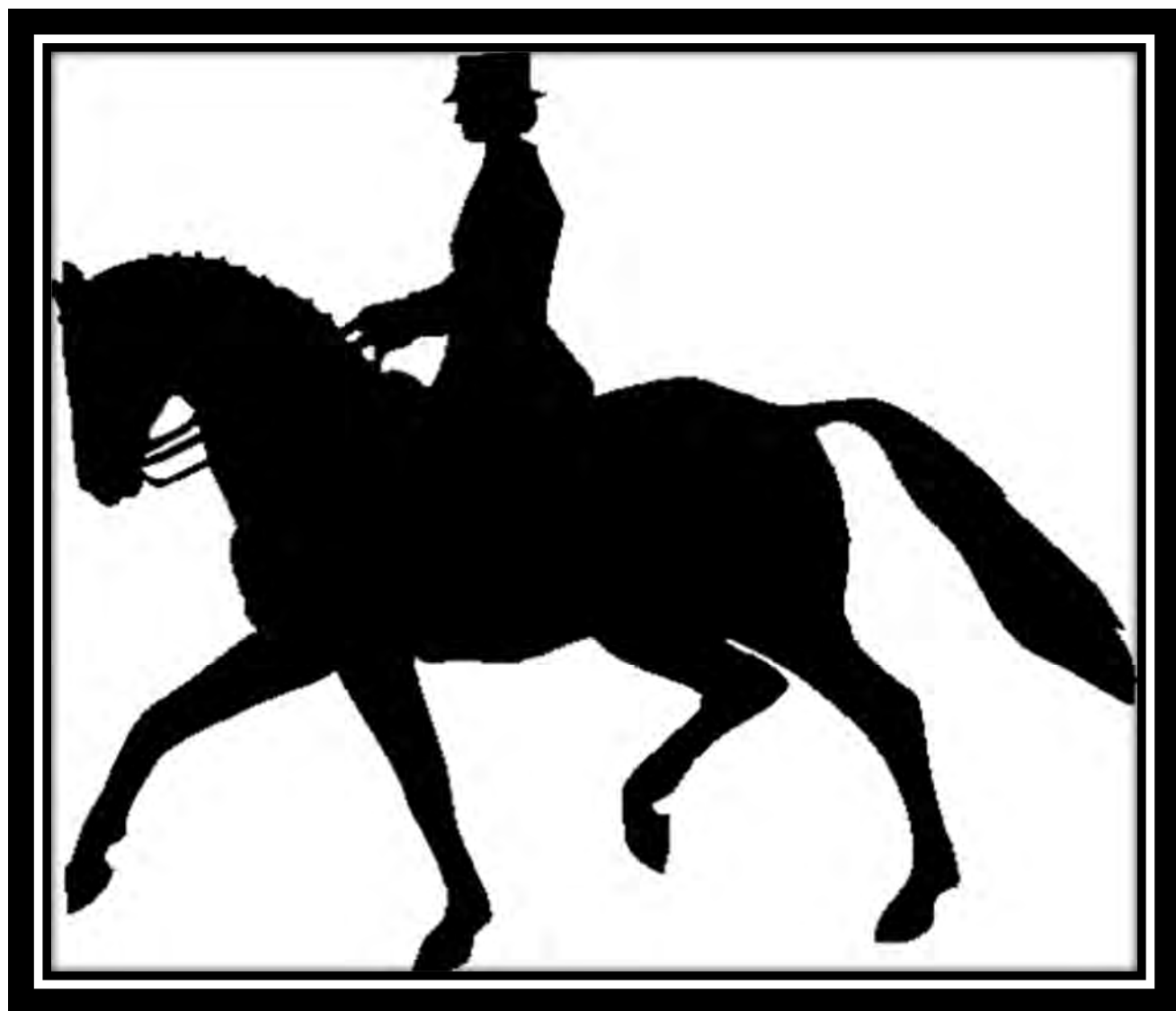
Pattern Riding

Saddle Seat/Gaited Horse tack and attire may be appropriate for this class. Please refer to the showbill for tack and attire requirements or limitations. The full class description and rules can be found under the Western section.

Trail

Saddle Seat/Gaited Horse tack and attire may be appropriate for this class. Please refer to the showbill for tack and attire requirements or limitations. The full class description and rules can be found under the Western section.

DRESSAGE



Dressage

Purpose: Dressage (pronounced like massage) is a system of skilled horsemanship that draws its foundation from the basic communication and execution between the rider and his or her mount. Dressage provides a method in which the 4-H exhibitor teaches a horse to be obedient, willing, supple, and responsive.

Tack and Attire

1. Exhibitors may use any English-type saddle with stirrups. A plain snaffle bridle and regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped-noseband attachment), or a figure-eight or flash noseband. Except for buckles, the noseband must be made entirely of leather or leather-like material. A smooth snaffle bit (jointed or not) must be used. It may be covered with rubber or leather.
2. Protective headgear is recommended in all 4-H classes and anytime exhibitors are mounted.
3. Riders must wear a short riding coat of conservative color; with a tie, a choker, or a stock tie; breeches or jodhpurs; boots or jodhpur boots. ASTM/SEI approved protective headgear is required when mounted in any Dressage class and while the exhibitor is mounted on the showgrounds. See the section entitled “**Protective Headgear**” on page 1 for a description.
4. *Optional equipment:* A whip no longer than 4 feet, unrowelled spurs.
5. *Prohibited:* Any type of martingale, tiedown, draw reins, bit guards; any kind of boots or bandages; bits with copper, rollers, or twisted wire.

Class Guidelines

1. Dressage classes require a relatively level area, letters, an area boundary fence, a judge and a scribe with dressage experience, and a designated volunteer to help the 4-H exhibitors prepare for the dressage tests.
2. Dressage events should be held in a standard-size area, 20 meters by 60 meters (65.6 feet by 196.8 feet), with low border (plastic chains, hunter fence rails laid on the ground, or any other visible border less than 1 foot in height). (See Figure 21.) A smaller, 20 meter by 40 meter (65.6 feet by 131.2 feet) arena may be used. (Note: 1 meter = 39.37 inches or 1.094 yards.) A section that is easy to open should be at the end opposite the judge’s stand (A) to let in the riders. A small dressage arena can be set inside most county horse show arenas or out in a level field.
3. Arena dressage letters should be placed on the inside of a conventional horse show arena fence or preferably just outside the dressage arena border. A club can easily make a set of letters from plastic, metal, or wood. The letters should be placed so that they are visible to the judges and competitors, as shown in the following diagram, taken with permission from the USDF Calendar of Competition (Figure 22).

Class Procedure

1. The 4-H Horse and Pony Committee should determine the classes (tests) to be offered. All riders in one class must use the same test. Once entries are made, a ride time will be assigned for each rider to perform the test, allowing 5 to 8 minutes for each rider. The average time to ride each test is indicated at the top of the corresponding test description and on the score sheet. Riders may enter any of the tests in any two consecutive levels (introductory, training, and first).
2. A whistle or bell should be used by the judge to signal for the next rider. Riders have one minute after the signal to enter the dressage arena and begin the test. All tests begin with a straight line to the middle of the arena (X), a stop, and a salute. The rider may choose to use a reader to “call the test,” reading each movement once. The use of a reader is to result in no discrimination. It is the responsibility of the exhibitor, not the management, to arrange for a person to call the test. No readers are allowed at state

championship classes.

3. The judge and the scribe (the jury) should be seated at a table or elevated stand at (C), outside the end of the arena opposite the entrance gate (A).
4. At the completion of the test and the final salute to the judge, the rider should ride forward a few steps at a free walk on a long rein, then loop back and exit at (A).
5. The judge and the scribe should complete the score sheets. A volunteer(s) usually tabulates the scores, ranks the riders, and makes the score sheets available to the riders. Judges are encouraged to make individual or collective comments to the 4-H exhibitors. Remarks and comments on the score sheets provide educational inputs for improvement.

Scoring

1. Movements. Each movement is scored on the basis of control, effectiveness of rider's aids, and accuracy of the movement as follows: 10, excellent; 9, very good; 8, good; 7, fairly good; 6, satisfactory; 5, sufficient; 4, insufficient; 3, fairly bad; 2, bad; 1, very bad; 0, not executed. Depending on the test, some movements have coefficients that increase their emphasis.
2. Voice. The use of the voice in any way or clicking the tongue is a serious fault causing a minimum 2-point deduction from the marks that otherwise would have been awarded to the movement where this fault occurred.
3. Errors. When an exhibitor makes an "error of test" (takes a wrong turn, omits a movement, etc.), the judge should sound a whistle or a bell, call the rider to approach, and instruct the rider as to the correct movement; the rider should pick up the test at the point where the error occurred. The rider should be penalized 2 points for the first error, 4 points for the second error; a third error disqualifies the rider. At the discretion of the judge, the disqualified rider is allowed to continue the performance to the end. IF the competitor's continued presence in the ring is about to interfere with the start of the next scheduled ride, then the judge must excuse the rider from the ring.
4. Collective marks. General criteria including gaits (freedom and regularity), impulsion (desire to move freely forward in a clear and steady tempo), submission – willing cooperation (obedience, confidence, and relaxed acceptance of the aids; horse should be ridden on a light but steady contact), and especially the rider (correctness of position, balance and harmony with horse; effectiveness and use of aids) are emphasized, with coefficients of two or three as indicated.

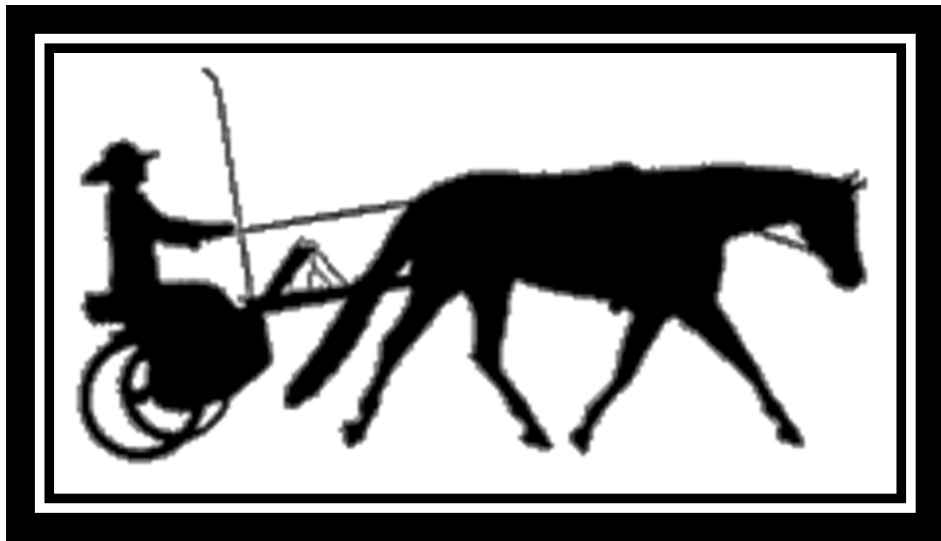
Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the horse or the rider.
3. More than two course errors.
4. Prolonged resistance that prevents continuation of the test.
5. Unsoundness, as determined by the judge.
6. Failure to enter the arena within one minute of being called.
7. Leaving the arena before completing the test (stepping all four feet outside the border).

Tests

Tests are available upon request from the United States Dressage Federation

DRIVING CLASSES



Roadster

Purpose: The Roadster Class is designed to show animation, brilliance, show-ring presence, and form at three distinct speeds.

Tack

1. Roadster harness and road bike (with foot stirrups and with no basket guard). A snaffle bit with straight or jointed mouthpiece with no leverage will be used, and an overcheck or sidecheck is required. Natural mane and tail are proper; tail set is not permitted.
2. *Optional:* Martingale, trotting boots, whip, handholds, liverpool curb bits with the rein in the top (snaffle) hole only.

Attire

The driver must wear stable colors (colors up), cap and jacket to match. The number will be worn on the driver's back or the back of the bike.

Class Procedures and Guidelines

1. Roadsters must enter the ring clockwise at a jog trot, then show at the road gait, and come back to the jog trot. The class will then turn (reverse) and show counterclockwise at the jog trot, then the road gait, and then turned on for speed ("show your ponies") counterclockwise only.
2. All speeds should be worked in form, with chins set and legs working beneath in a collected manner.
3. Excessive speed, mixed gaits (pace, rack), and breaking will be penalized.
4. Roadsters will show on the rail, except when passing, and will work into the far end of each corner.
5. Roadsters will stand quietly when being judged in the center of the ring.
6. Drivers may leave the road bike, uncheck the pony, and stand at the pony's head when left in the center of the ring if part of the class is on the rail for a workout.
7. A single header is permitted for each entry. The header may be a 4-H/FFA member or an adult appropriately attired or wearing a duster. Refer to the section entitled "**Saddle Seat/Gaited Horse Attire**" for a description.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.
3. Equipment failure causing an unsafe condition, as
4. The header entering the ring before the lineup.
5. Falling of the animal or the driver during the class

Pleasure Driving

Purpose: The Pleasure Driving Class demonstrates the 4-H exhibitor's reinsmanship and the animal's ability to provide the driver with a pleasant drive at a walk, a trot, and an extended trot. (NOTE: gaited horses would show at the walk and intermediate or second gait.) The animal must be well-mannered, easy to control, and safe for a novice to drive.

Tack

1. The type of harness is optional but must fit the animal and be a complete harness. A snaffle bit with straight or jointed mouthpiece will be used, and an overcheck or sidecheck is required. A single animal must be shown hitched to a two-wheeled vehicle with a basket guard, or a suitable four-wheeled vehicle and size and type of vehicle must be suitable to the animal. It is essential that all equipment be in sound condition.
2. *Optional:* Running martingale, thimble, blinders, whip, liverpool curb bits with the rein in the top (snaffle hole only).
3. *Prohibited:* Tail set, spoon crupper, handholds, noisemakers, and protective leg wraps or boots.

Attire

1. The exhibitor shall be neatly attired. Refer to the appropriate section under "**Tack and Attire.**" Women or girls wearing short dresses are required to have a lap robe; they may wear dresses with or without appropriate hats. The exhibitor's clothing should not interfere with the ability to leave the vehicle quickly.
2. The number will be worn on the driver's back or the back of the cart.

Class Procedures and Guidelines

1. The animal is to be judged on manners, quality, and performance.
2. The animal is to be shown at a flat-footed walk, a normal trot, and an extended trot, both ways of the ring. Change of direction is to be executed at the walk, diagonally across the arena, and only as directed by the ring steward.
3. The animal is to stand quietly and back readily.
4. A single header per entry is encouraged. The header may be a 4-H/FFA member or an adult appropriately attired. Refer to the section under "**Tack and Attire.**" Dusters may be worn when showing Arabians, Saddlebreds and Morgans. (NOTE: For TWH/SSH headers holding the horse will be penalized)
5. Excessive speed and breaking gait will be penalized.

Disqualifications

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. The header entering the ring before the lineup.
5. Falling of the animal or the driver.

GYMKHANA CLASSES



Barrel Race

Purpose: The Barrel Race is a timed event that tests the ability of the riders to safely maneuver their mounts at speed around a prescribed course (Figure 18). Exhibitors race against the clock following a course consisting of three barrels in a triangular “clover-leaf” pattern. Contestants must choose either the right or left barrel, circle it, and go to the next barrel, completing the course after circling the third barrel and running home.

Tack and Attire

1. Refer to the section entitled “**Western Tack and Attire**” on page 5 for a description.
2. *Optional tack:* Mechanical hackamore, closed reins, tiedown, martingale, cavesson noseband, bat, crop; protective leg wraps or boots.
3. *Optional attire:* Safety equipment such as shinguards; one light rubber band, not to exceed 1/16 inch thick and 1/4 inch wide, may be wrapped only one time around each boot and stirrup.
4. Protective headgear is required.

Class Procedures and Guidelines

1. The course should be measured exactly. A minimum of 4 yards is required between the barrels and the fence to prevent accidents. If the course is too large for the available space, the pattern should be reduced 5 yards at a time until it fits the arena.
2. The barrel race is strictly a timed event. Electric timers, or at least two stopwatches, must be used. Penalties plus the time indicated by the timers, or the average of the two stopwatches, will be the official time.
3. In the event of a tie, the animal declared the winner in the runoff must run the pattern in not more than 2 seconds over its original time, or the runoff must be held again. Penalty time will not apply to the two-second rule but will apply to the final runoff time.
4. The contestant must start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
5. Knocking over a barrel shall carry a 5-second penalty. (Three barrels knocked over shall be a disqualification.) Touching a barrel with a hand is permissible. The contestant may start either to the right of the first barrel (making one right turn and two left turns) or to the left of it (making one left turn and two right turns). The use of plastic barrels and/or rubber protectors is recommended.
6. In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time. If a rerun is granted the contestant will be given the option of either an immediate rerun or a rerun at the end of the regular run order. Should an exhibitor at the end of the run order be granted a rerun and not opt to do it immediately they shall be allowed a five minute rest period (starting from when the need for a rerun is identified) for their horse before executing the rerun.
7. Knocking down one barrel: 5-second penalty.
8. Knocking down two barrels: 10-second penalty.

Disqualifications

1. Falling of the animal or the rider while being timed.
2. Knocking over three barrels.
3. Failing to follow the course.
4. Spurring or striking the horse forward of the cinch.
5. Unsoundness, as determined by the judge.

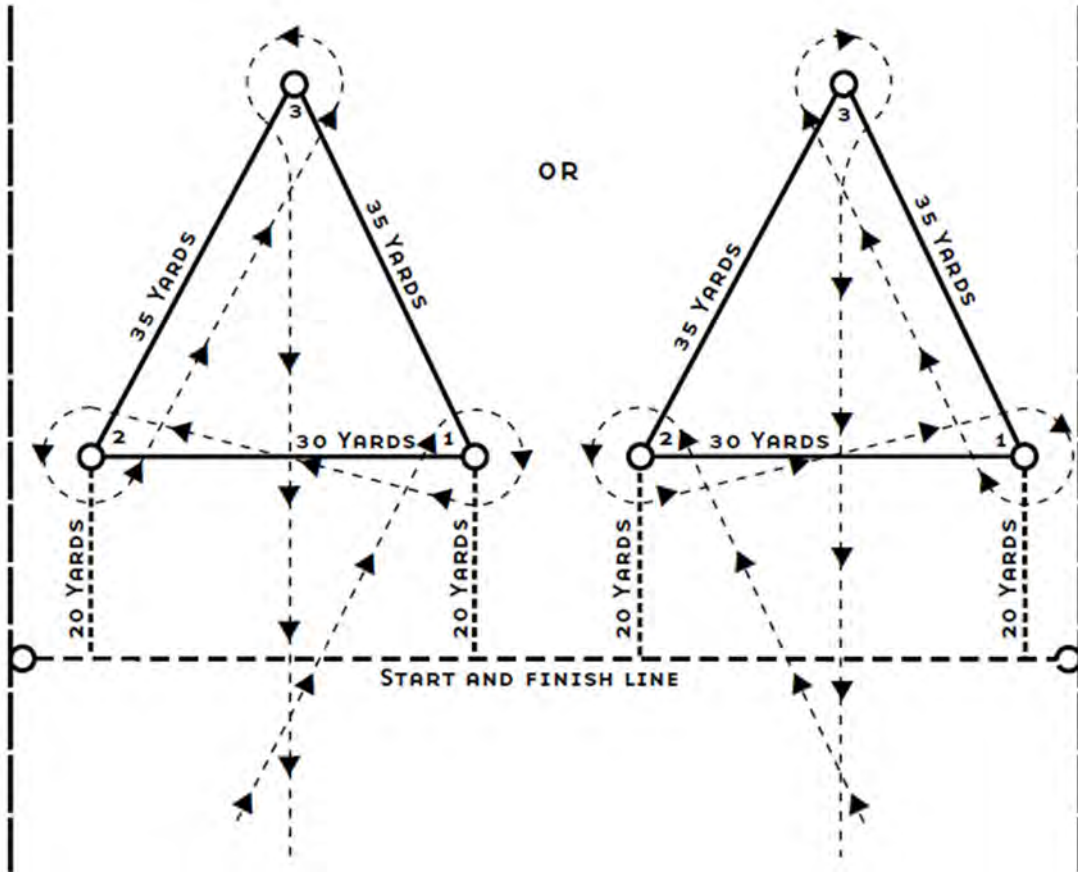


Figure 18: Barrel racing pattern

Pole Bending

Purpose: Pole bending is a timed event that tests the ability of the riders to safely maneuver their mounts at speed around a prescribed course (Figure 19). This timed event consists of a series of six poles spaced 21 feet apart, which horse and rider weave through at a high rate of speed. Horses run to the far end of the series of poles, turn, and weave in and out of the poles as they work their way back to the front. Horses then complete a turn around the front pole and maneuver through the series again. At the last pole they complete that turn and race toward the finish line.

Tack and Attire

1. Refer to the section entitled “**Western Tack and Attire**” on page 5 for a description.
2. *Optional tack:* Mechanical hackamore, closed reins, tiedown, martingale, cavesson noseband, bat, crop; protective leg wraps or boots.
3. *Optional attire:* Safety equipment such as shinguards; one light rubber band, not to exceed 1/16 inch thick and 1/4 inch wide, may be wrapped only one time around each boot and stirrup.
4. Protective headgear is required

Class Procedures and Guidelines

1. The Pole Bending pattern (Figure 19) is to be run around six poles. Poles are to be 21 feet apart, and the first pole is to be 21 feet from the starting line. All poles must be at least 4 yards from the fence.
2. Each pole should be set on top of the ground, be at least 6 feet in height, and have a base no more than 14 inches in diameter.
3. An animal may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
4. Touching a pole with the hand is permissible. If the original course is altered by a rider intentionally grasping a pole, a five-second penalty for each pole grasped will be assessed.
5. Knocking over a pole shall carry a 5-second penalty. (Three or more poles knocked over shall mean disqualification.)
6. Pole Bending is strictly a timed event. Electric timers, or at least two stopwatches, must be used. Penalties plus the time indicated by the timer, or the average of the two stopwatches, will be the official time.
7. In the event of a tie, the animal declared the winner in the runoff must rerun the pattern within 2 seconds of its original time, or the runoff must be held again. Penalty time will not apply to the two second rule, but will apply to the final runoff time.
8. The contestant must start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
9. The contestant is allowed a running start. Time begins when the animal’s nose passes over the starting line and ends when its nose passes over the finish line.
10. In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time. If a rerun is granted the contestant will be given the option of either an immediate rerun or a rerun at the end of the regular run order. Should an exhibitor at the end of the run order be granted a rerun and not opt to do it immediately they shall be allowed a five minute rest period (starting from when the need for a rerun is identified) for their horse before executing the rerun.
11. Knocking down one pole: 5-second penalty.
12. Knocking down two poles: 10-second penalty.

Disqualifications

1. Falling of the animal or the rider while being timed.
2. Knocking over three or more poles.
3. Failure to follow the course.
4. Spurring or striking the animal forward of the cinch.
5. Unsoundness, as determined by the judge.

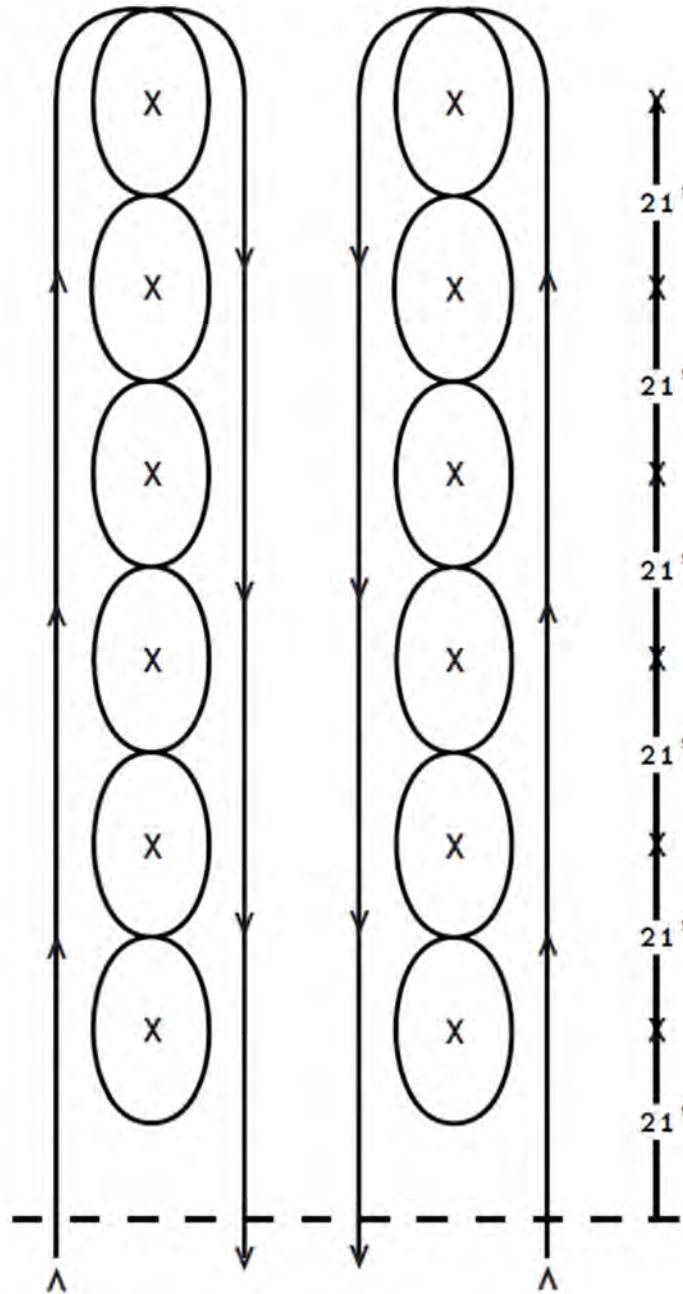


Figure 29: Pole Bending Pattern

Flag Race

Purpose: The Flag Race is a timed event that tests the ability of the riders to safely maneuver their mounts at speed around a prescribed course, as well as the coordination of the riders on a set course (Figure 20). The horse is to be ridden at speed around the outside of the first barrel (which side is rider's choice), pick up a flag out of the bucket on the barrel, ride around the second barrel, to the outside of the third barrel, put the flag in the bucket on the third barrel, and race back to the finish line.

Tack and Attire

1. Refer to the section entitled "**Western Tack and Attire**" on page 5 for a description.
2. *Optional tack:* Mechanical hackamore, closed reins, tie down, martingale, cavesson noseband, bat, crop; protective leg wraps or boots.
3. *Optional attire:* Safety equipment such as shin guards; one light rubber band, not to exceed 1/16 inch thick and 1/4 inch wide, may be wrapped only one time around each boot and stirrup.
4. Protective headgear is required

Class Procedures and Guidelines

1. The course shall consist of three barrels set in a triangular pattern, with a rubber or plastic container without handles (about 12 inches in diameter and 14 inches high) set on the two front barrels. Containers shall be filled with sand, soybeans, or other suitable porous material within 3 inches of the top of the container.
2. The first and third barrels will be 20 yards from the start/finish line. The first and third barrels are 34 yards apart. The first and second, and the third and second, barrels are 37 yards apart. Each of the three barrels must be a minimum of 4 yards from the fence. If the course is too large for the available space, the pattern should be reduced 5 yards at a time until it fits the arena. The course may be run either to the right or left. The rider may also choose to run to the inside or outside of both the first and the third barrel but must pass outside the second barrel. The barrels will not be moved.
3. The flag pole used should be made of wood, from 13 to 16 inches long and from 3/4 to 1 inch in diameter, with a maximum 6-by-6-inch cloth flag attached to the untapered end. The other end shall be tapered. The show management must place the tapered end of the flag consistently 3 inches deep in the center of the bucket.
4. The contestant must start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
5. The contestant is allowed a running start. Time begins when the animal's nose passes over the starting line and ends when its nose passes over the finish line.
6. The rider must pick the flag up at the first barrel, proceed around the second barrel, stick the flag in the container on the third barrel, and then proceed across the finish line.
7. The Flag Race is strictly a timed event. Electric timers, or at least two stopwatches, must be used. Penalties plus the time indicated by the timer, or the average of the two stopwatches, will be the official time.
8. In the event of a tie, the animal declared the winner in the runoff must rerun the pattern within 2 seconds of its original time or the runoff must be held again.
9. In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time. If a rerun is granted the contestant will be given the option of either an immediate rerun or a rerun at the end of the regular run order. Should an exhibitor at the end of the run order be granted a rerun and not opt to do it immediately they shall be allowed a five minute rest period (starting from when the need for a rerun is identified) for their horse before executing the rerun.

10. Failure to stick the flag in the top of a container, or dropping the flag after rounding the second barrel: 10-second penalty.

Disqualifications

1. Falling of the animal or the rider while being timed.
2. Spurring or striking the animal forward of the cinch.
3. Knocking over a a barrel or a container; failing to stay on the course.
4. Failing to pick up the flag from the first container or dropping the flag before the second barrel.
5. Striking the animal with the flag.
6. Failure to pass inside or outside of both the first and third barrels.
7. Unsoundness, as determined by the judge.

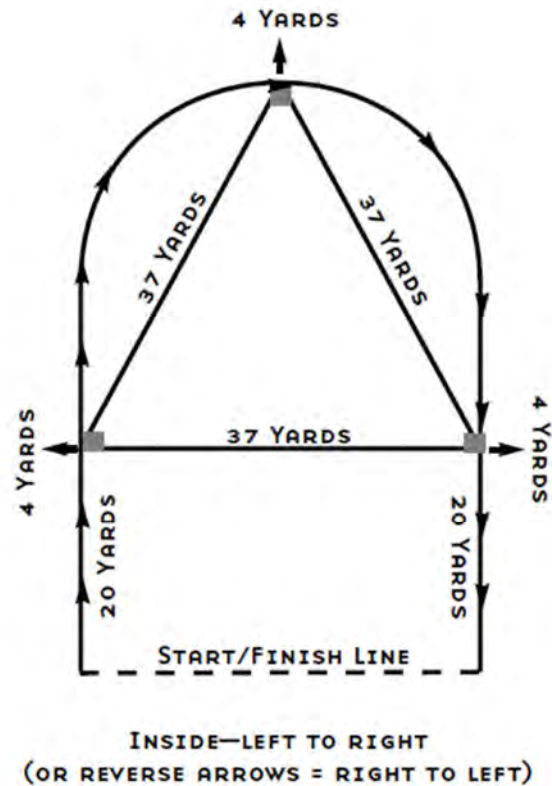
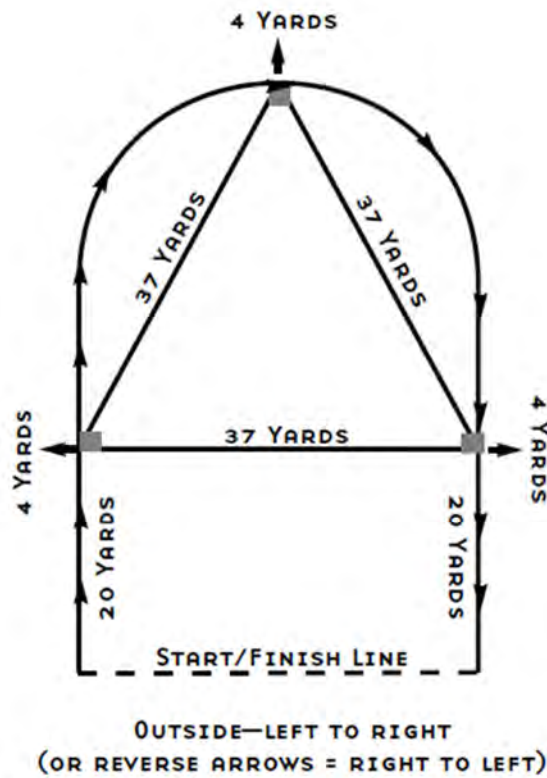


Figure 20 Flag Race Pattern

Egg and Spoon

The rider will balance an egg in a spoon while riding his/her horse in the arena. This class is run as a typical pleasure class, although other maneuvers may be added. Horses can be shown English or Western. Any appropriate gait shown in a pleasure class can be called. Examples: Walk, jog, trot, lope, canter, posting trot, halt, back.

The exhibitors will be asked to walk, trot or jog, and canter or lope their mounts both ways of the ring. Entries will be eliminated and brought to the center of the ring as they drop their eggs. If any exhibitors have their eggs after working both directions in the ring, the judge may ask for more intricate maneuvers, such as working in figure 8s, stopping, backing, riding with feet out of stirrups, changing the spoon from one hand to the other, etc. until only one entry remains with his/her egg still in the spoon.

Appropriate attire will be determined by the tack chosen. Regardless of tack, riders will be required to hold the reins in one hand only.

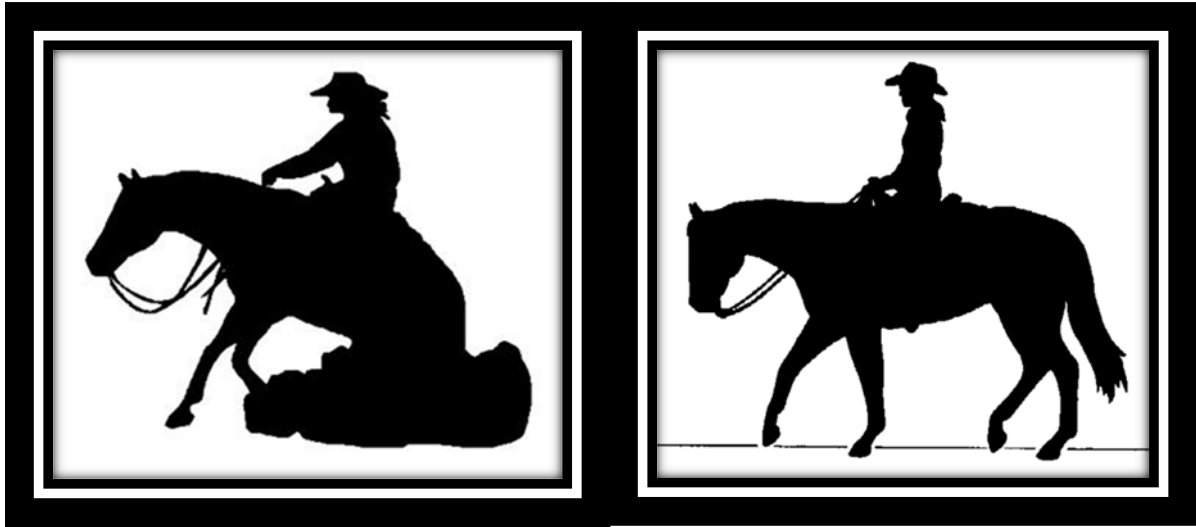
Class Procedures and Guidelines

1. Use of show committee eggs and spoons only.
2. Spoons are to be uniform.
3. No shaking of the eggs is permitted.
4. Each entry will receive a spoon and an egg. The rider must hold the spoon by the handle with the egg balanced in the bowl portion.
5. All spoons must be held at the end of the handle (behind the marked line on the handle) with one (1) hand with no fingers or supports used to balance the egg.
6. Riders may hold onto the egg with their thumb until all entries are in and they are instructed that judging of the class has begun. From that point on, the rider must have his/her hand behind the black line on the spoon and may not touch the egg, hold their thumb over the egg, or hold their fingers under the bowl of the spoon.
7. When asked to change gaits, the rider must do so immediately.
8. The rider may not touch the underside of the spoon bowl at any time during the class.
9. Spoons in contestant's mouth are prohibited.
10. Dismounting off rear of horse is prohibited.
11. No draw reins or facsimile, purchased or homemade, may be used.
12. Reins cannot be tied to the saddle horn.
13. Exhibitor numbers must be worn on both sides of the saddle for this class.

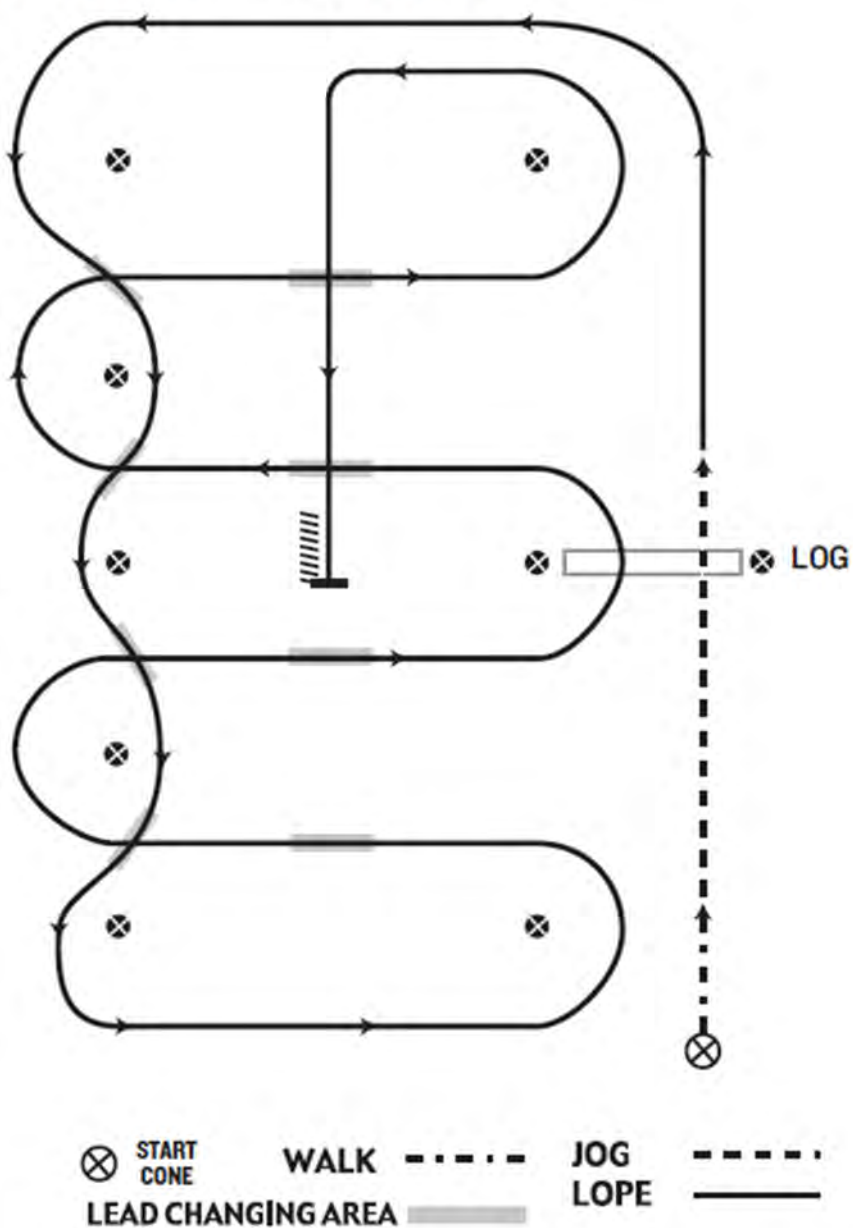
Disqualifications

1. Dropping the egg at ANY TIME during the class.
2. Touching the egg at any point once judging begins.
3. Touching the bowl of the spoon at any time once judging begins.
4. Using more than one hand to hold the spoon.
5. Holding the spoon handle in front of the marked line at any time once judging begins.
6. Shaking of the egg at any point after receiving it.
7. Undue delay to perform or complete failure to execute the called for gait promptly.
8. Unsoundness, as determined by the judge.
9. Unsafe riding.

PATTERNS

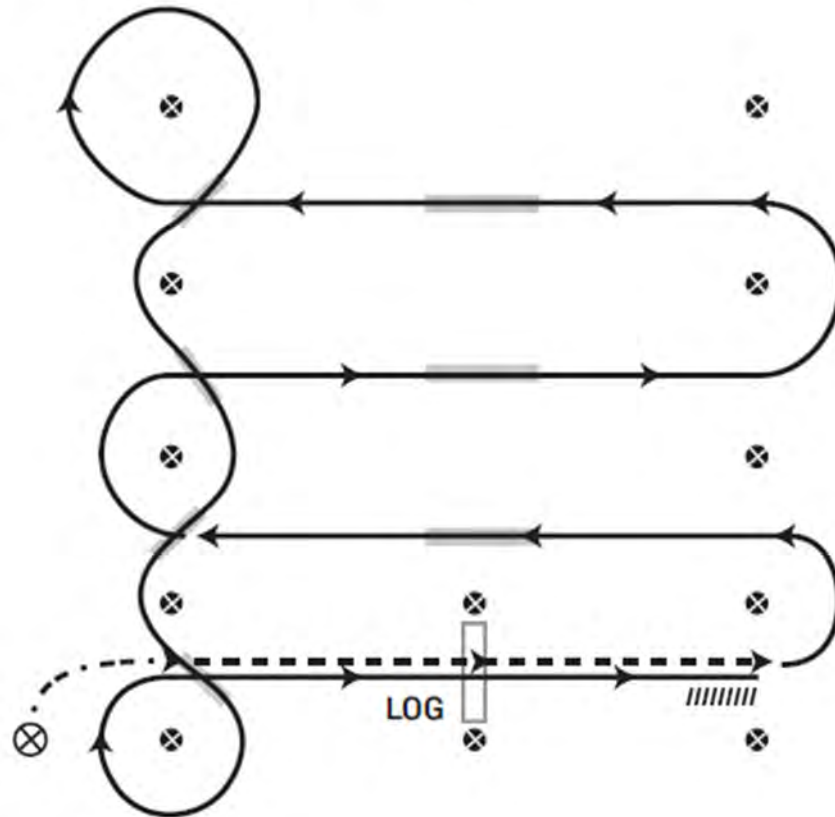


WESTERN RIDING PATTERN I



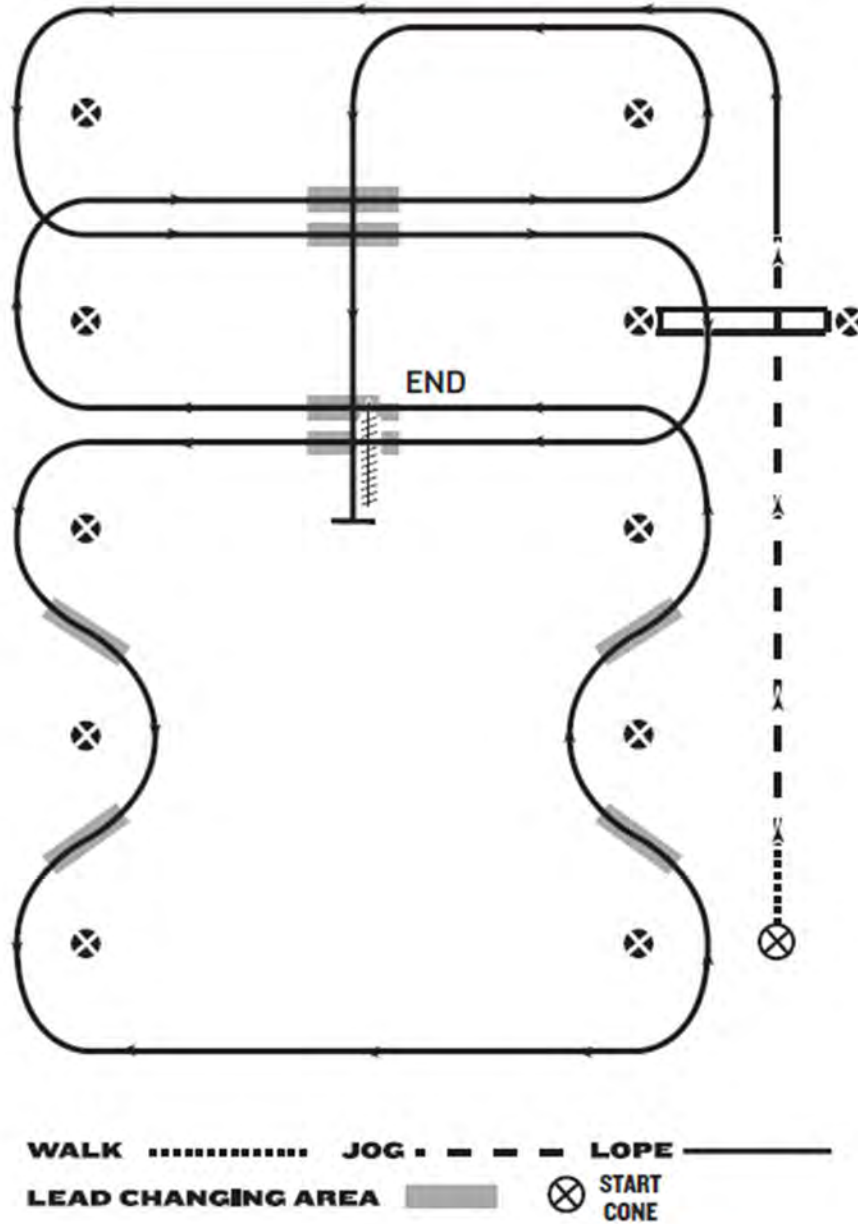
1. Walk at least 15 feet from start cone to the first marker. Start jogging at first marker and jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

WESTERN RIDING PATTERN 2



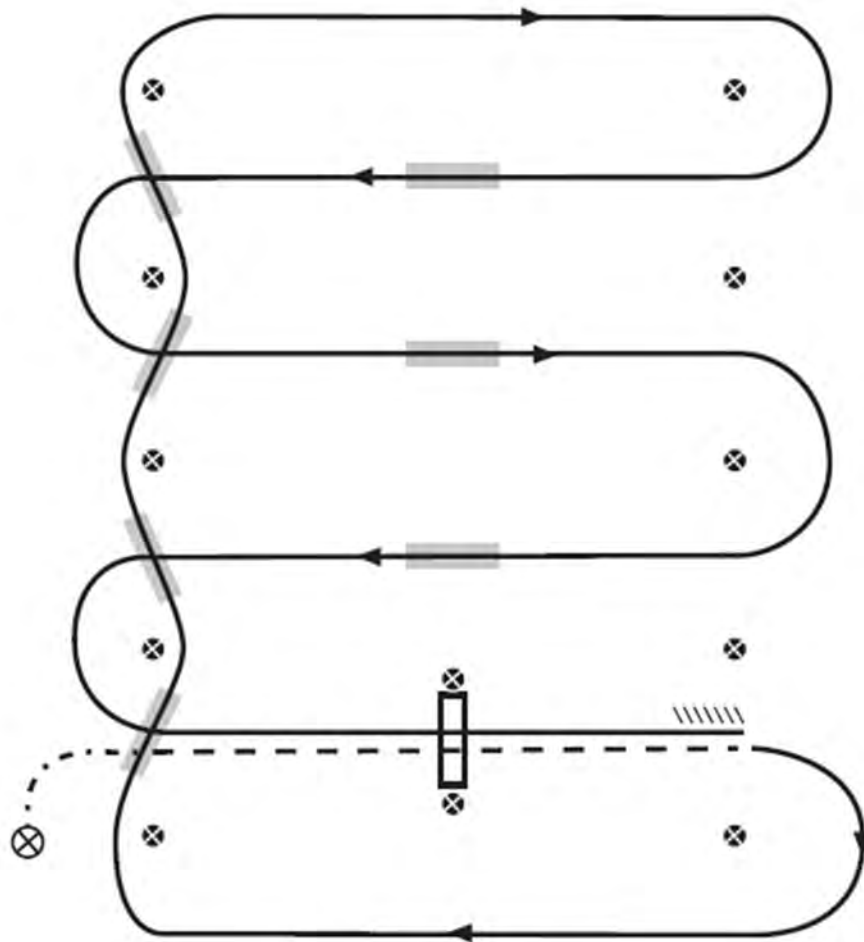
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

WESTERN RIDING PATTERN 3



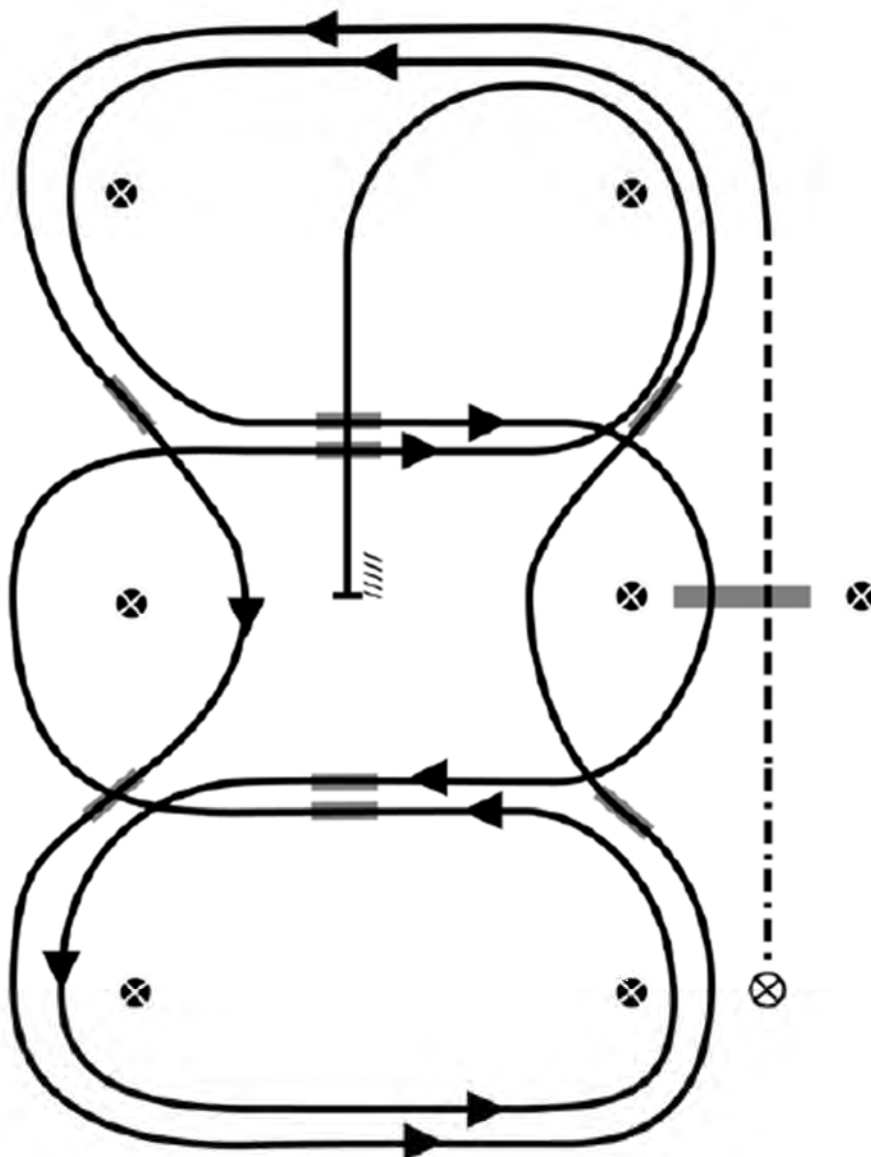
1. Walk halfway between markers, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

WESTERN RIDING PATTERN 4



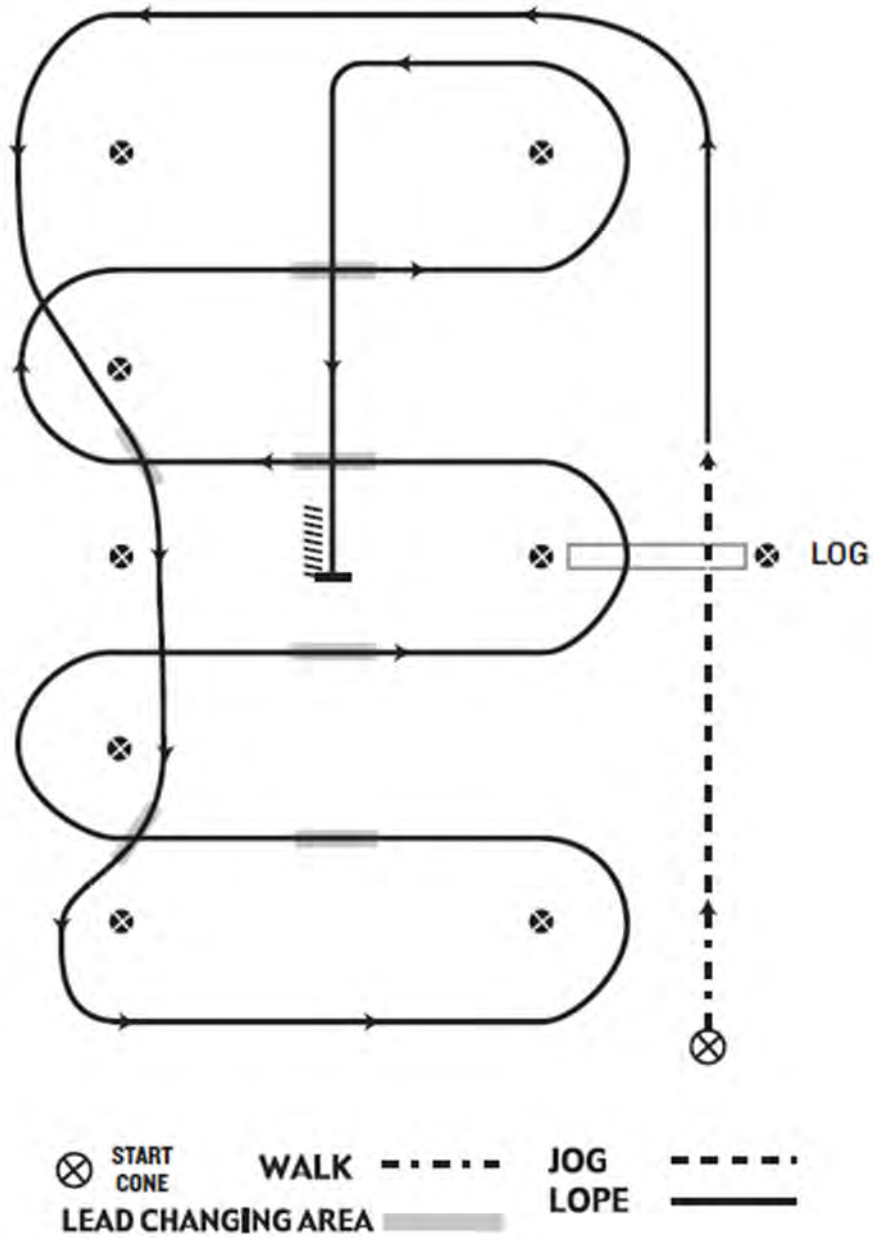
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

WESTERN RIDING PATTERN 5
Recommended For Small Arenas



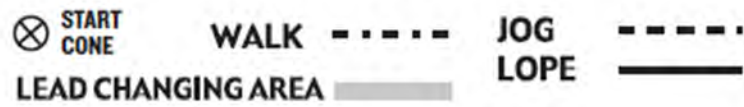
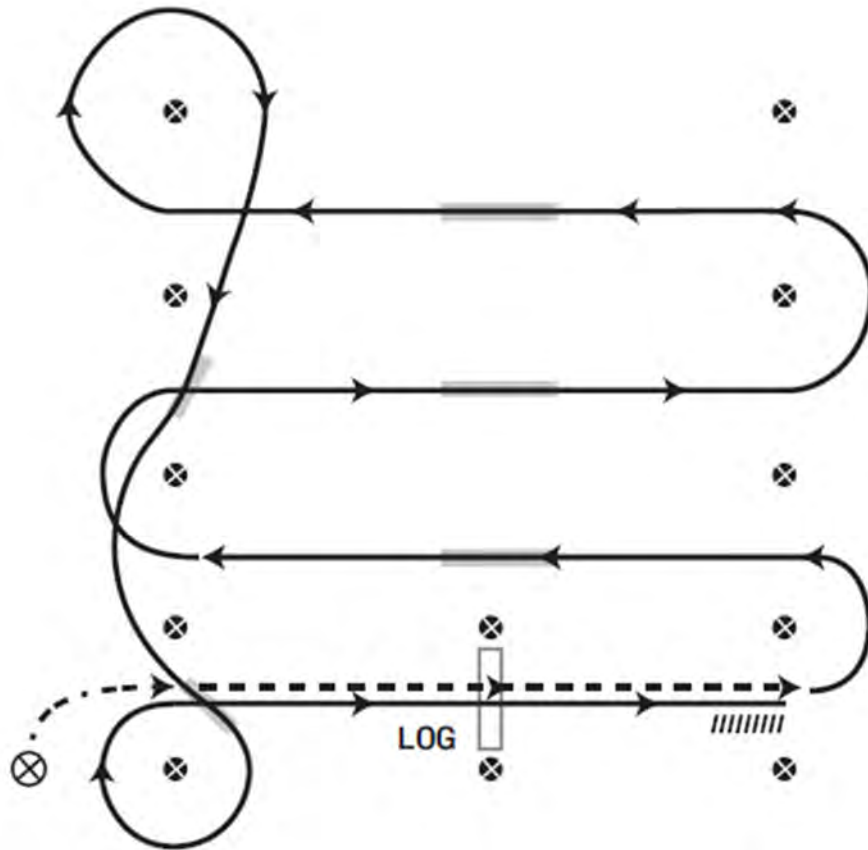
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back

LEVEL I WESTERN RIDING PATTERN I



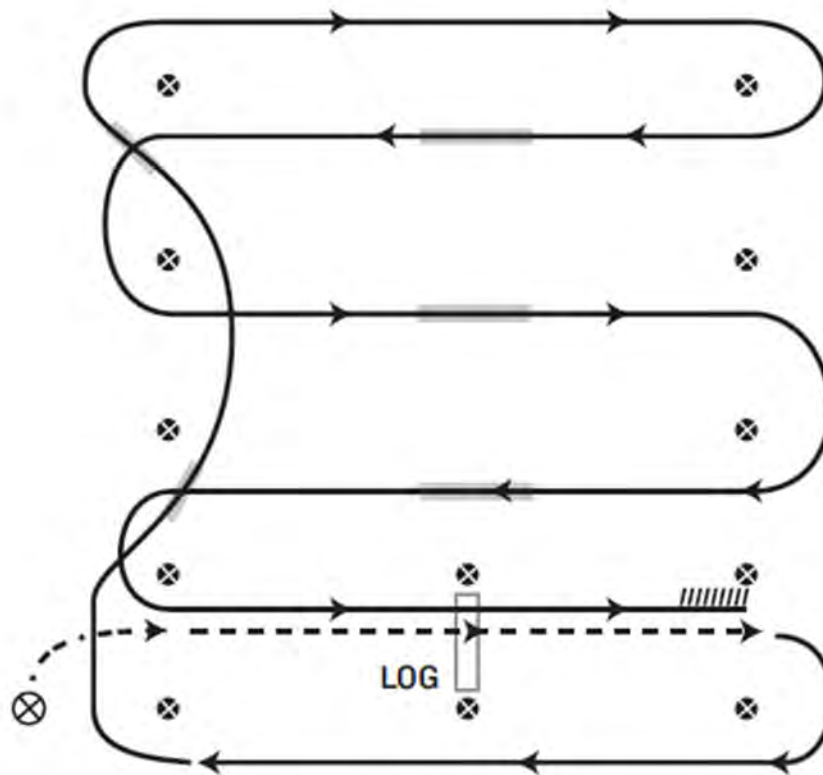
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

LEVEL I WESTERN RIDING PATTERN 2



1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

LEVEL I WESTERN RIDING PATTERN 3



1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

Reining Pattern Number 1

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

1. Run at speed to the far end of the arena, past the end marker, and do a left rollback—no hesitation.
2. Run to the opposite end of the arena, past the end marker, and do a right rollback—no hesitation.
3. Run past the center marker, and do a sliding stop. Back up to the center of the arena, or at least 10 feet. Hesitate.
4. Complete four spins to the right.
5. Complete four-and-one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle, large and fast; the second circle, small and slow; the third circle, large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle, large and fast; the second circle, small and slow; the third circle, large and fast. Change leads at the center of the arena.
8. Begin a large, fast circle to the left, but do not close this circle. Run straight up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

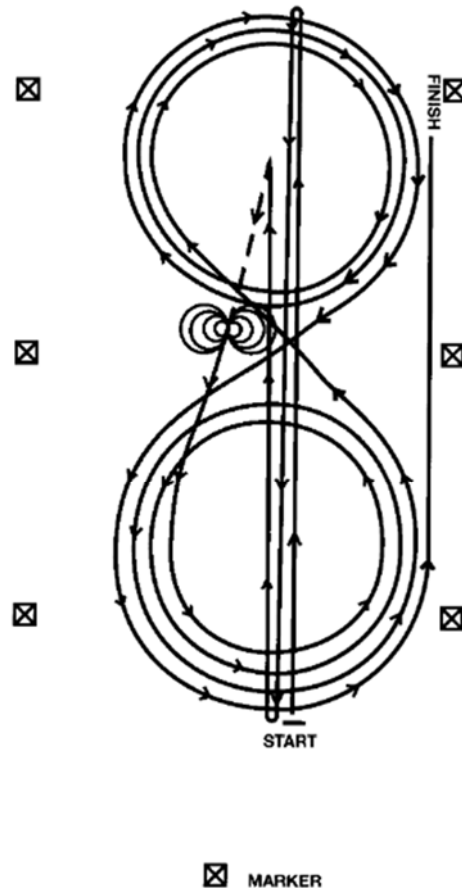


FIGURE 8. REINING PATTERN 1.

Reining Pattern Number 2

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

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

1. Beginning on the right lead, complete three circles to the right: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
3. Run up the middle to the far end of the arena, past the end marker, and do a left rollback—no hesitation.
4. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
5. Run past the center marker, and do a sliding stop. Back up to the center of the arena, or at least 10 feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

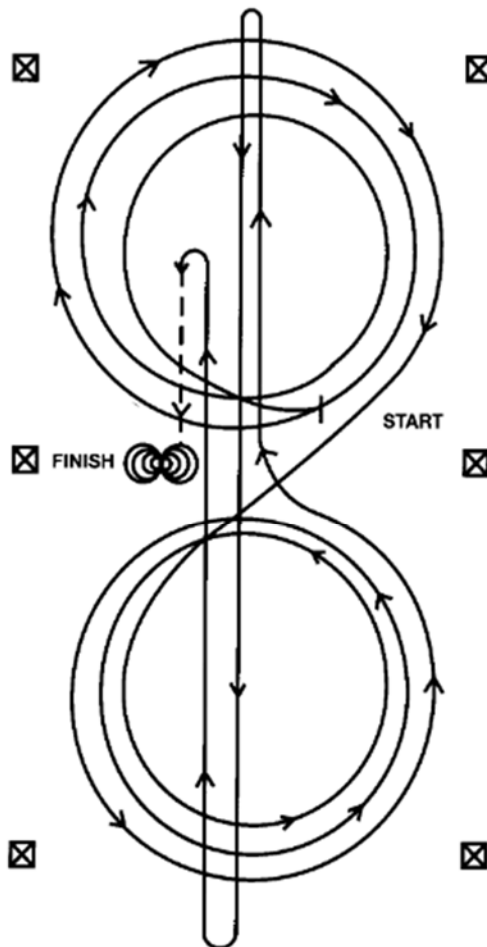


FIGURE 9. REINING PATTERN 2.

Reining Pattern Number 3

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

1. Beginning and staying at least 20 feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena, past the center marker, and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena, staying at least 20 feet from the wall or fence; circle back around the top of the arena, run straight down the left side of the arena, past the center marker, and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead, and complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Change leads in the center of the arena.
5. Begin a large, fast circle to the right but do not close this circle. Continue up the left side of the arena, staying at least 20 feet from the wall or fence; circle the top of the arena, run straight down the opposite or right side of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

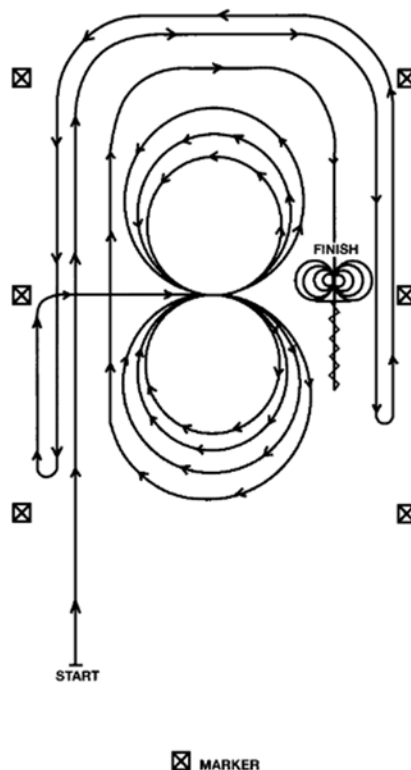


FIGURE 10. REINING PATTERN 3.

Reining Pattern Number 4

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

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

1. Beginning on the right lead, complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large, fast circle to the right; change leads at the center of the arena; run a large fast circle to the left, and change leads at the center of the arena.
6. Run up the middle to the far end of the arena,
7. past the end marker, and do a left rollback—no hesitation.
8. Run to the opposite end of the arena, past the end marker, and do a right rollback—no hesitation.
9. Run past the center marker, and do a sliding stop.
10. Back up at least 10 feet. Hesitate, to demonstrate completion of the pattern.

The rider may drop bridle to the designated judge.

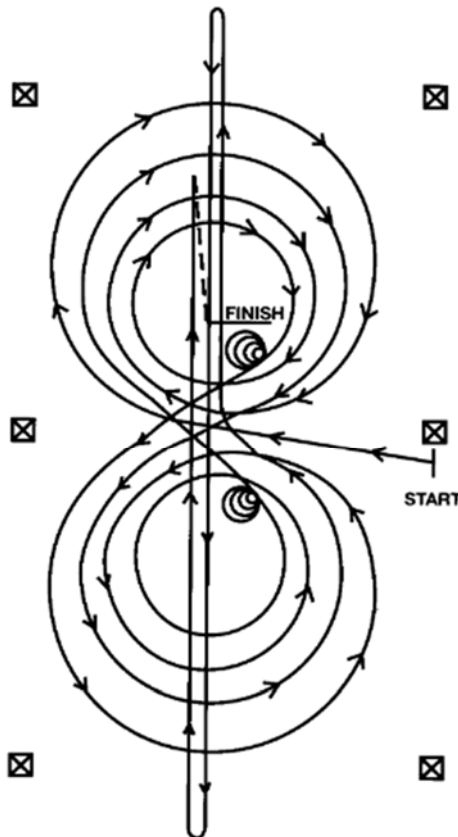


FIGURE 11. REINING PATTERN 4.

Reining Pattern Number 5

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

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

1. Beginning on the left lead, complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large, fast circle to the left; change leads at the center of the arena; run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around the previous circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence—no hesitation.
7. Continue around the previous circle, but do not close this circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence—no hesitation.
8. Continue back around the previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

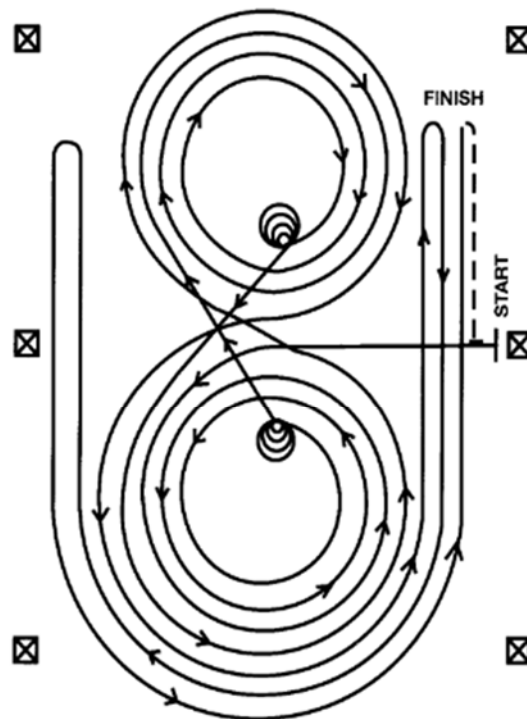


FIGURE 12. REINING PATTERN 5.

Reining Pattern Number 6

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

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

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

The rider may drop bridle to the designated judge.

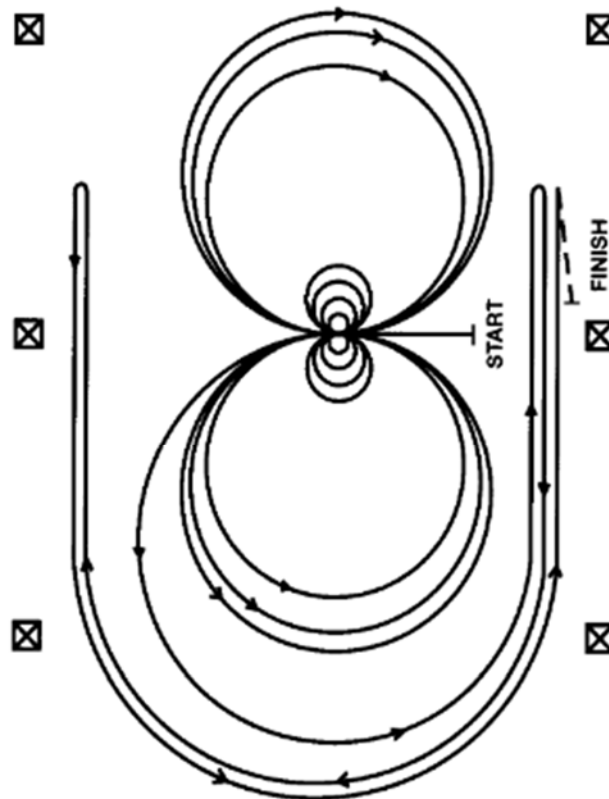


FIGURE 13. REINING PATTERN 6.

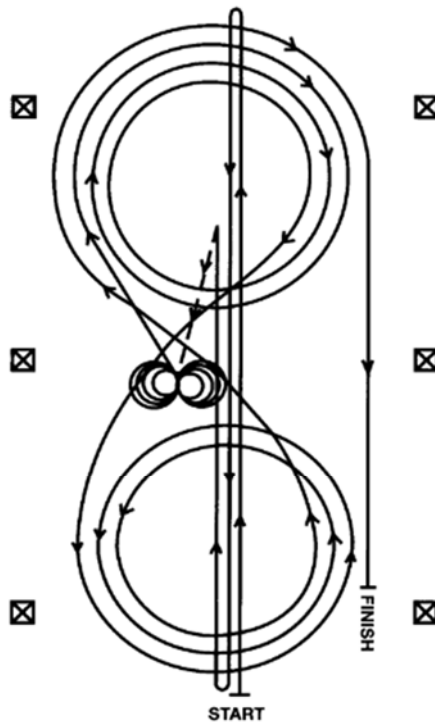
Reining Pattern Number 7

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

1. Run at speed to the far end of the arena, past the end marker, and do a left rollback—no hesitation.
2. Run to the opposite end of the arena, past the end marker, and do a right rollback—no hesitation.
3. Run past the center marker, and do a sliding stop. Back up to the center of the arena, at least 10 feet. Hesitate.
4. Complete four spins to the right.
5. Complete four-and-one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
8. Begin a large, fast circle to the right, but do not close this circle. Run straight down the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.



☒ MARKER

FIGURE 14. REINING PATTERN 7.

Reining Pattern Number 8

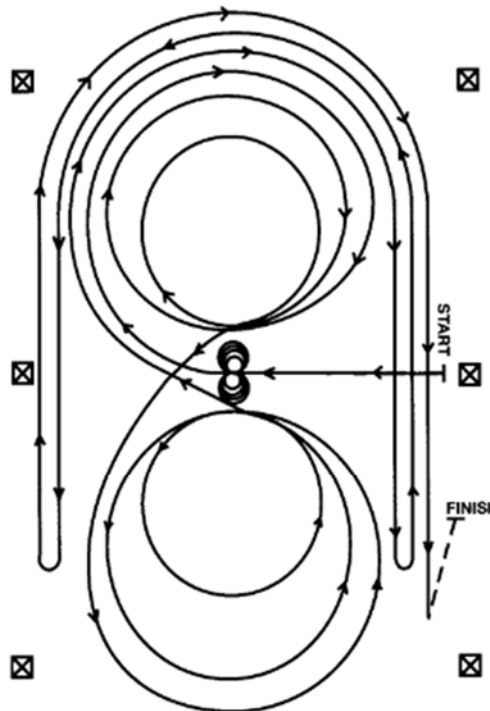
Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

Walk the horse to the center of the arena, facing the left wall or fence.

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

The rider may drop bridle to the designated judge.



☒ MARKER

FIGURE 15. REINING PATTERN 8.

Reining Pattern Number 9

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

1. Run past the center marker, and do a sliding stop. Back up to the center of the arena, or at least 10 feet. Hesitate.
2. Complete four spins to the right.
3. Complete four-and-one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
6. Begin a large, fast circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence—no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence—no hesitation.
8. Continue back around the previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate completion of the pattern.

The rider may drop bridle to the designated judge.

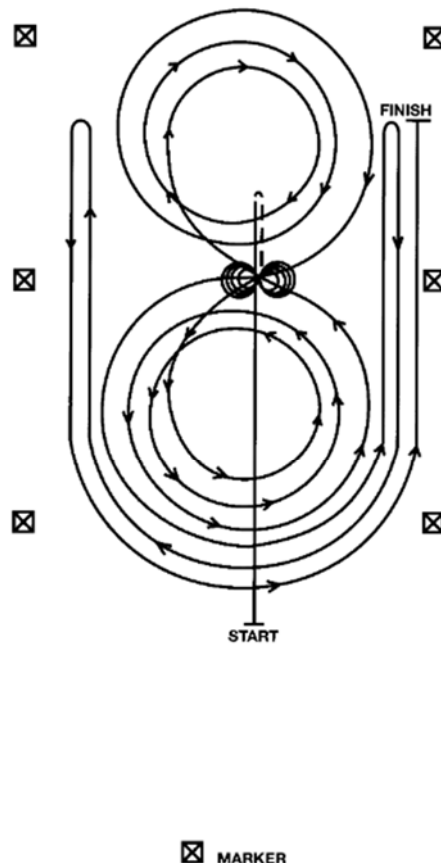


FIGURE 16. REINING PATTERN 9.

Reining Pattern Number 10

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

Mandatory markers along fence or wall: The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

1. Starting at the center marker, make a large, fast circle to the right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop (no hesitation after stop).
3. Do a double spin to the inside of the small circle in the center marker; at end of the spins, the horse should be facing the left wall. Hesitate slightly.
4. Begin on the left lead, and make a large, fast circle.
5. Then a small circle, again drawing it down to the center of the arena; stop (no hesitation after stop).
6. Do a double spin to the inside of the circle, slight hesitation; the horse should be facing the left wall.
7. Take a right lead, and make a fast figure-eight over the large circles; close the eight, and change leads.
8. Run to the far end of arena, past the marker, and do a left rollback.
9. Run to the opposite end of the arena, past the marker, and do a right rollback.
10. Run back past the center marker, and do a sliding stop. Hesitate.
11. Back over the slide tracks.
12. Hesitate, to show completion of the pattern.
13. Finish, walk to the judge for inspection and dismissal

The rider may drop bridle to the designated judge.

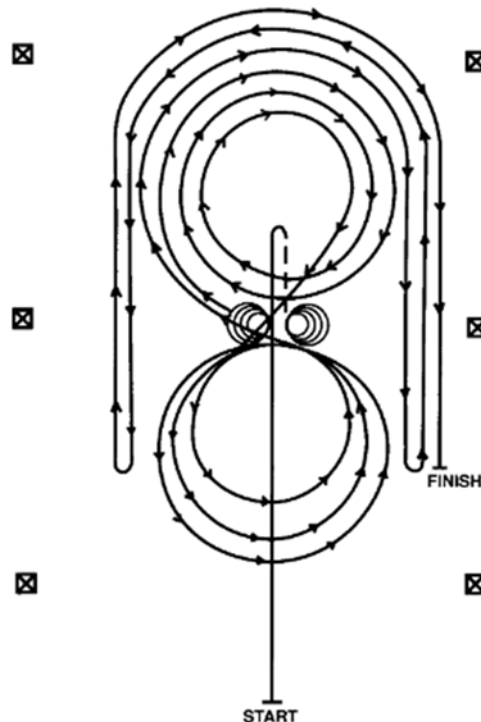
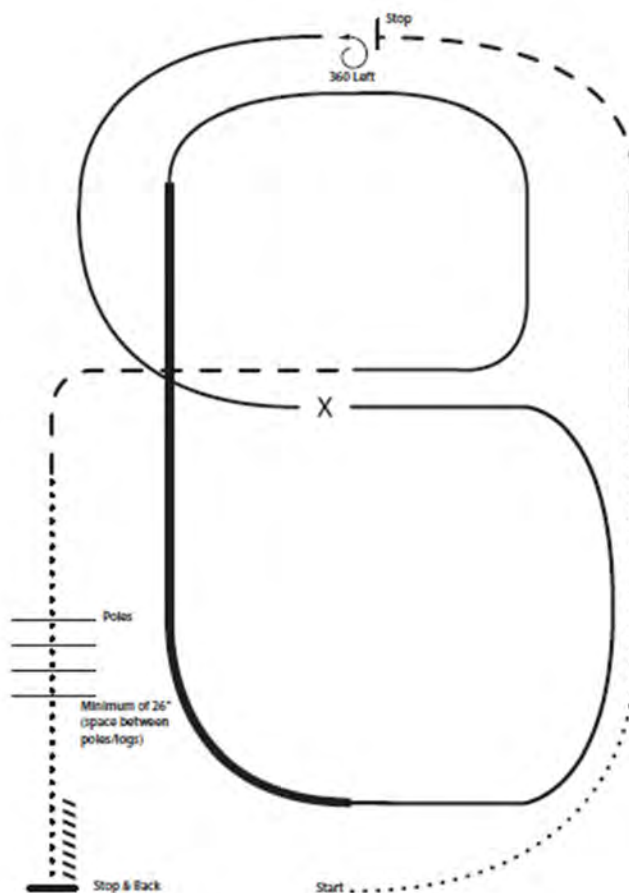


FIGURE 17. REINING PATTERN 10.

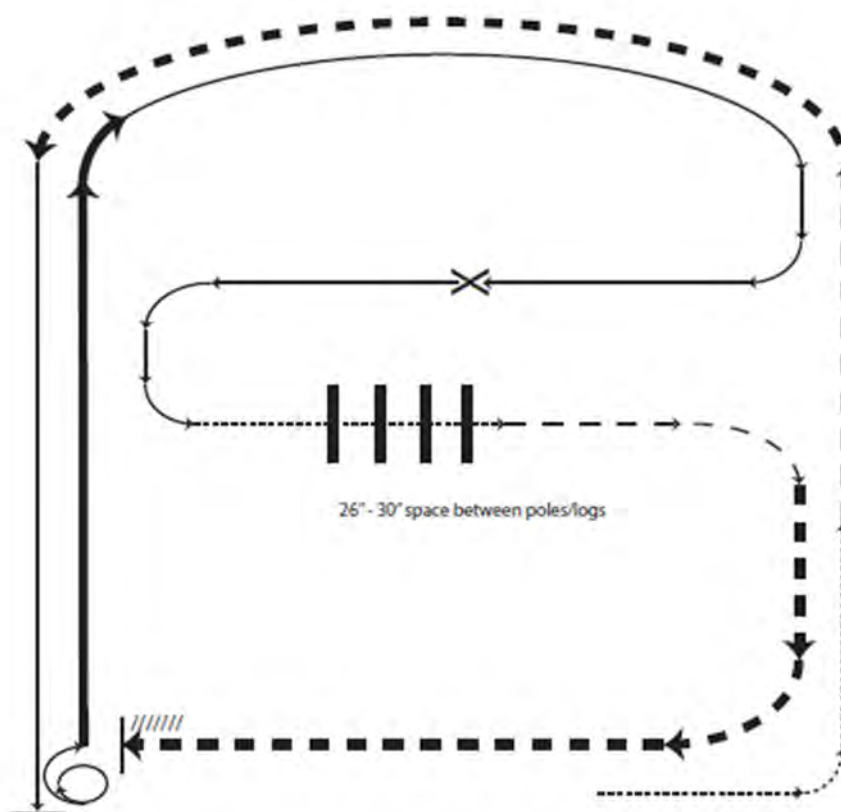
RANCH RIDING - PATTERN I



- X Lead Change
- ◆◆ Walk
- - - Trot
- — — Ext Trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree tum to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 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 an extended trot
11. Walk over poles
12. Stop and back

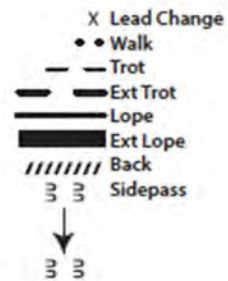
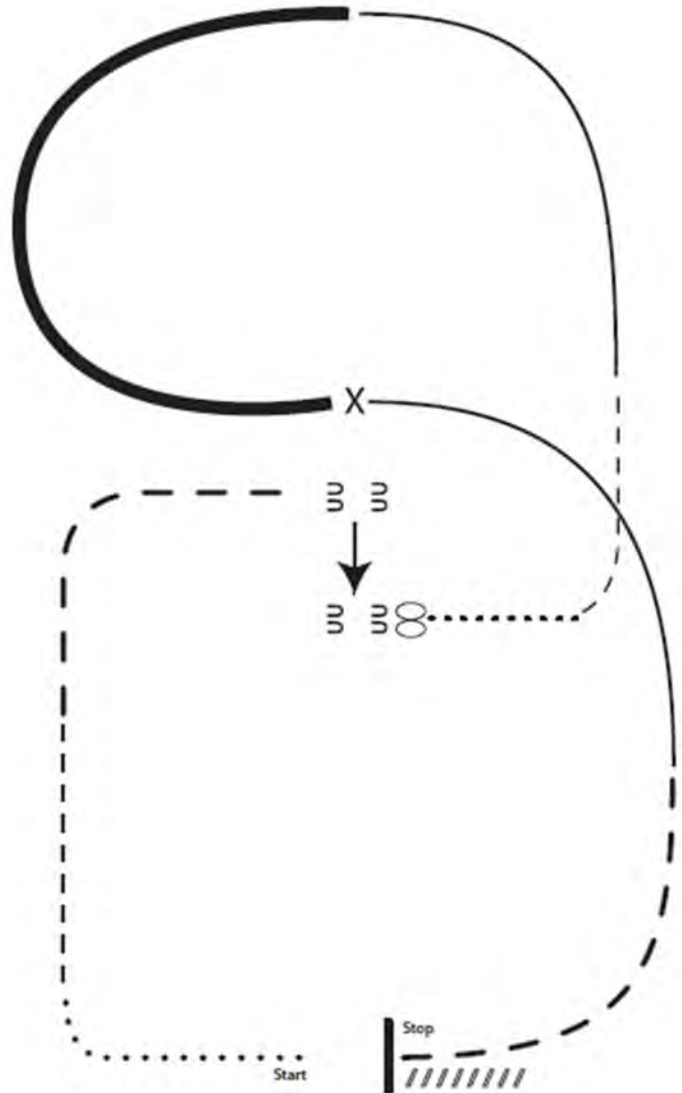
RANCH RIDING - PATTERN 2



- X Lead Change
- Walk
- - - Trot
- - - - Ext Trot
- Lope
- Ext Lope
- /////// Back

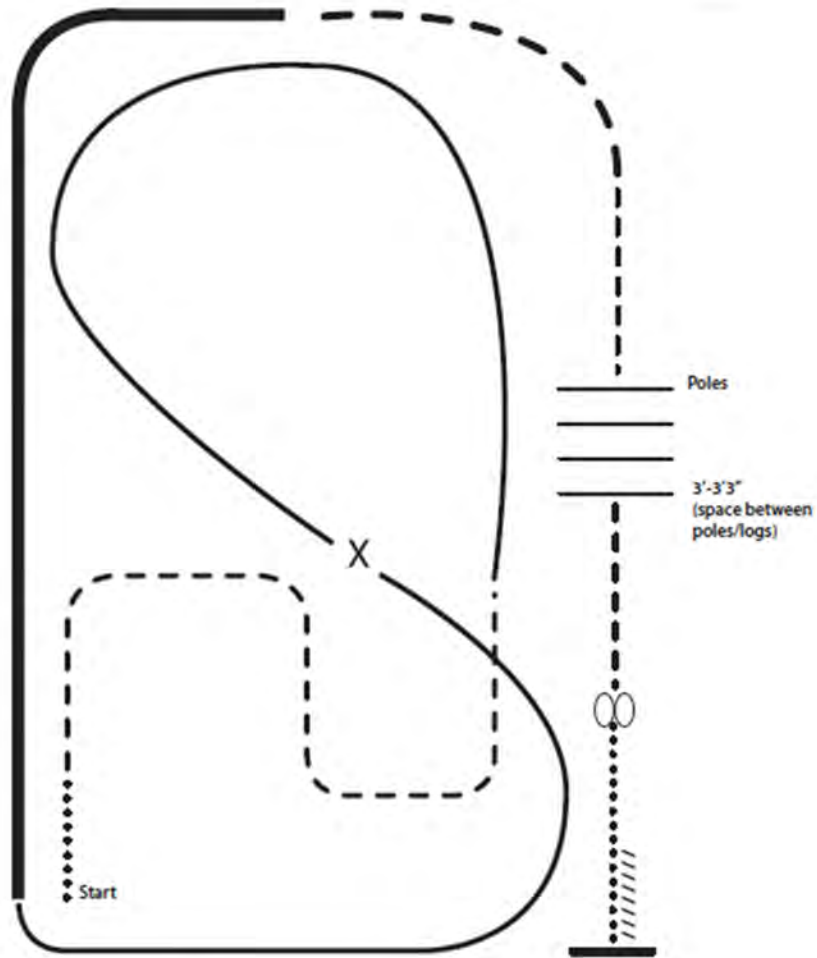
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

RANCH RIDING - PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
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 Trot
13. Stop and back

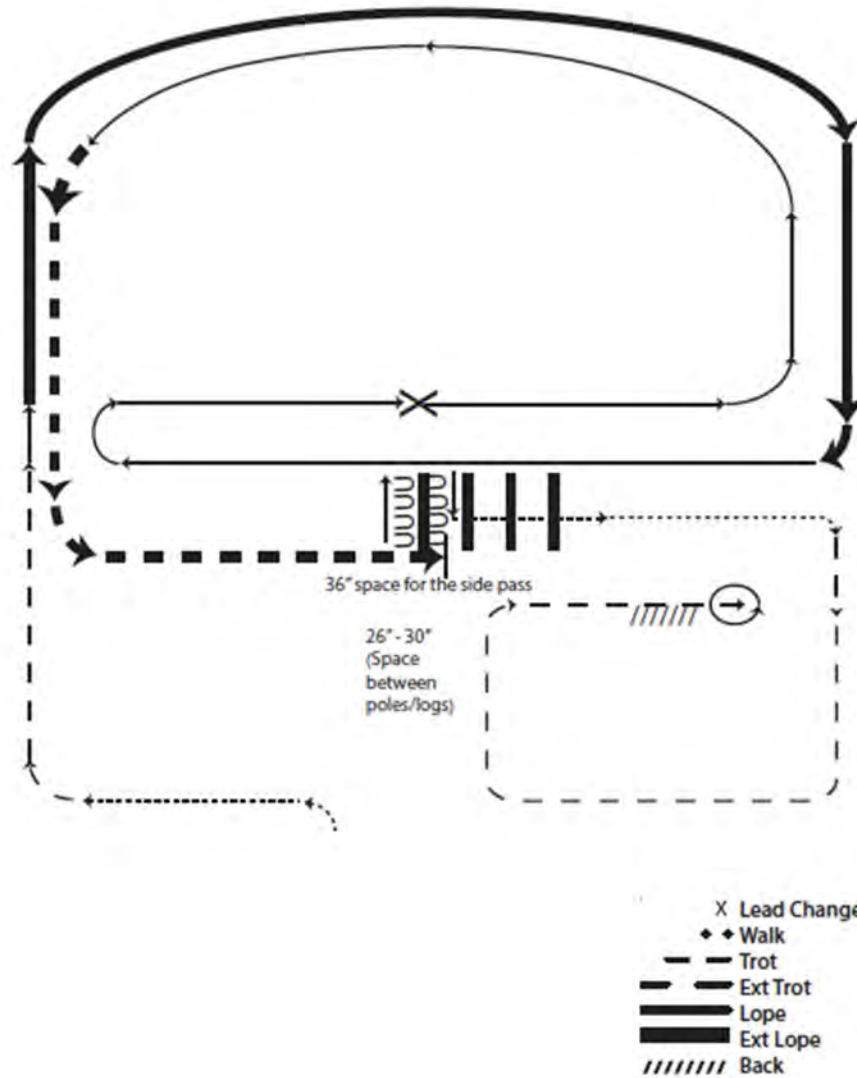
RANCH RIDING - PATTERN 4



- X Lead Change
- Walk
- - - Trot
- - - - Ext trot
- Lope
- Ext Lope
- /////// Back

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

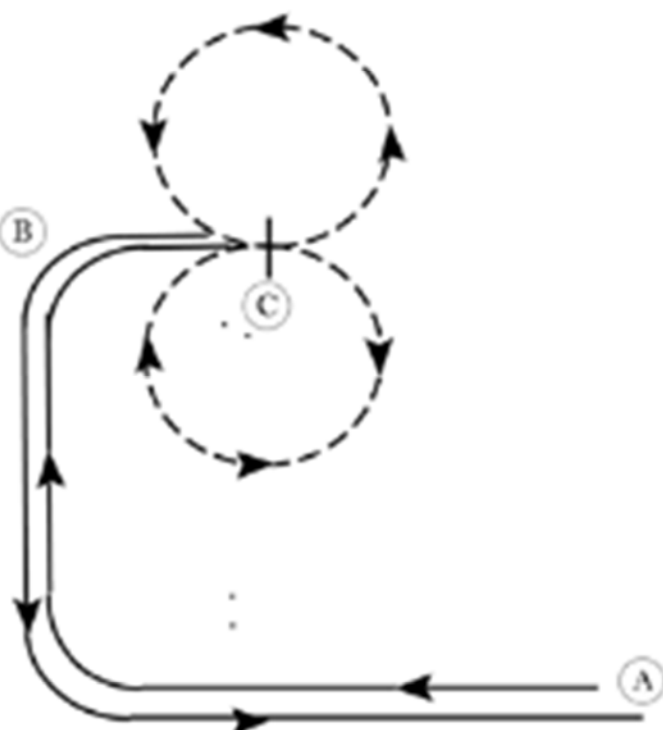
RANCH RIDING - PATTERN 5



1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads(simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

Gaited Horse Equitation SUGGESTED Patterns

Saddle seat/Walking Seat Equitation Pattern 1





The diagram illustrates the path of a horse in an arena. It starts at point A (midpoint of the in-gate end), moves left along the rail to point B (midpoint of the straightaway), then turns right to perform a trot figure eight (clockwise then counter-clockwise) centered at point C. Finally, it reverses and canters back to point A.

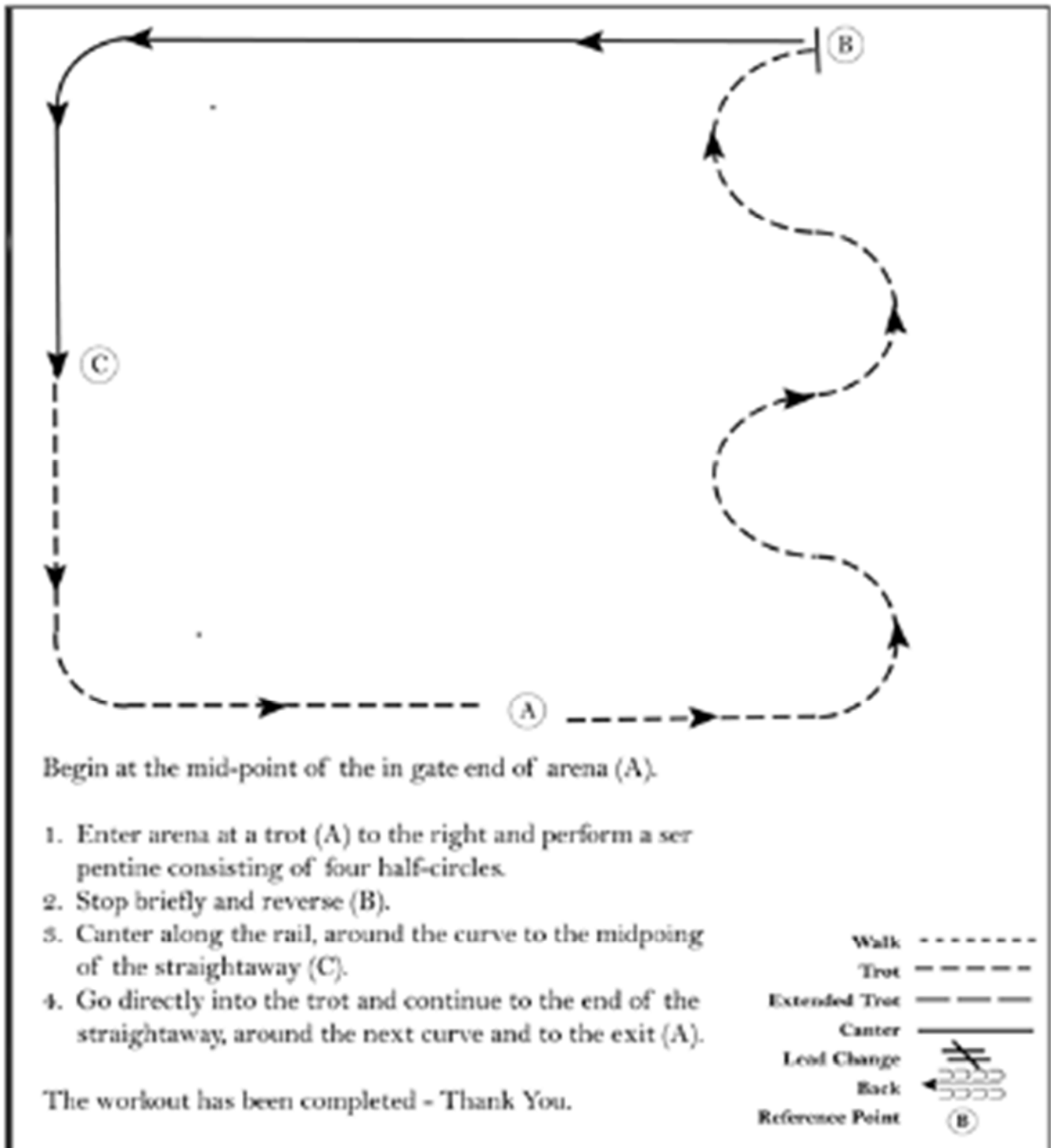
Begin at the mid-point of the in gate end of arena (A).

1. Canter to the left, around the curve and to the mid-point of the straightaway (B).
2. Without halting, make a turn to the right, and continue 1/4 of the way across the arena (C). Stop briefly.
3. Trot a figure eight, the first circle clockwise and the second circle counter clockwise. Stop briefly. (C).
4. Reverse and canter on the left lead to the rail (B). Turn left and continue to the end of the straightaway, around the curve and to the midpoint of the straightaway (A).

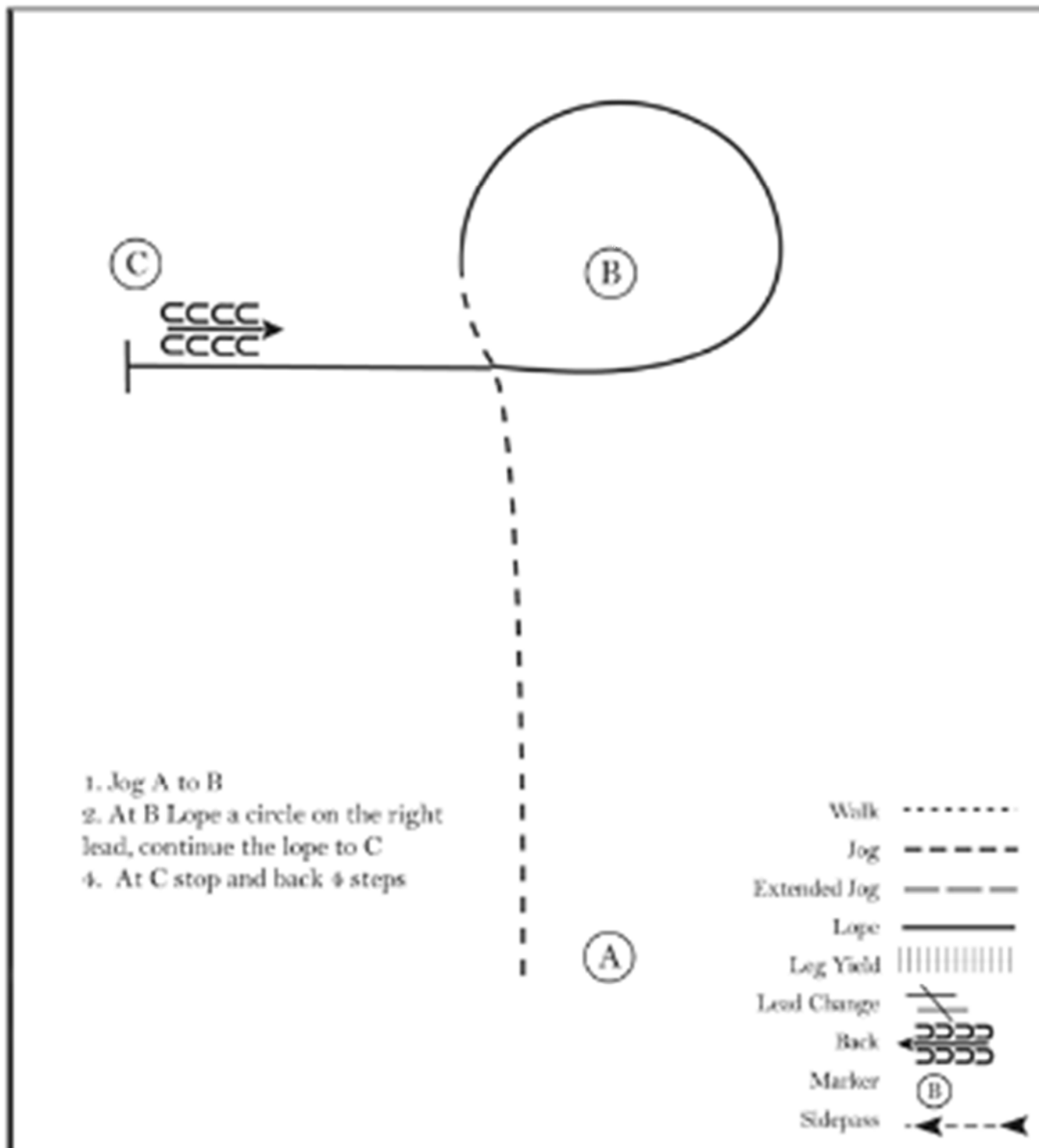
The workout has been completed - Thank You.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Lead Change	
Back	
Reference Point	(B)

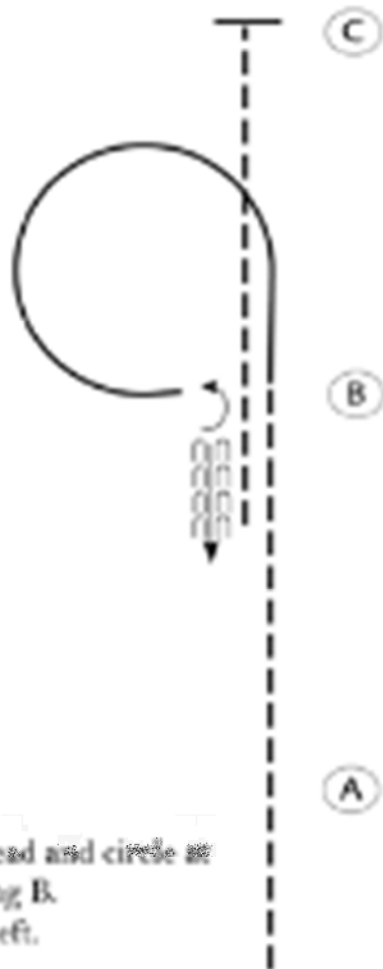
Gaited Horse Saddle seat/Walking Seat Equitation Pattern 2



Gaited Horse Stock Seat Equitation Pattern 1



Gaited Horse Stock Seat Equitation Pattern 2



- Begin before A at a jog,
1. Jog from A to B.
 2. At B, lope on the left lead and circle at B as shown. Stop facing B.
 3. Turn 1/4 turn to the left.
 4. Back one horse length.
 5. Jog to C. Stop at C.

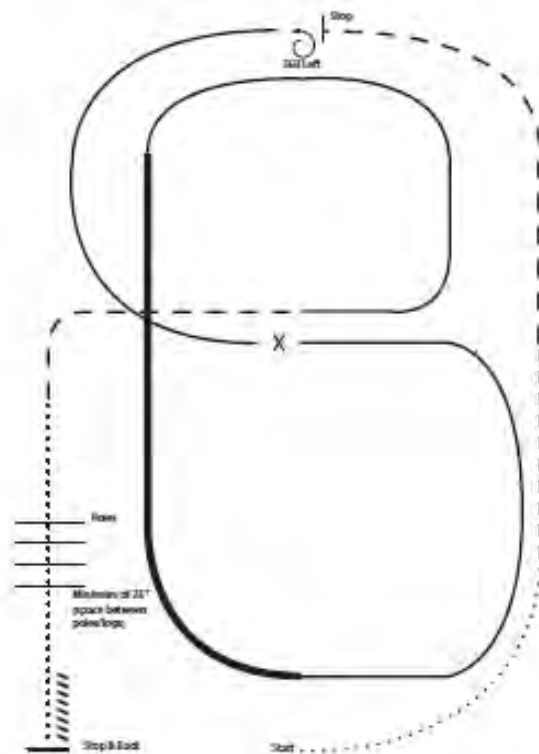
Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	+++++
Lead Change	↘
Back	← 3 3 3 3
Marker	⊙ B
Sidepass	←-----→

A sample adapted pattern for Gaited Horse Ranch Riding

1. Trail Walk
2. Flat Walk
3. Running Walk, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 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 Running Walk
11. Trail Walk over the poles
12. Stop and back

RANCH RIDING - PATTERN I



- X Lead Change
- Trail Walk
- - - Flat Walk
- Running Walk
- Lope
- Ext Lope
- /////// Back

REINING &

WESTERN

RIDING

PENALTY

DIAGRAMS

Figure #3A - Over/Under Spin

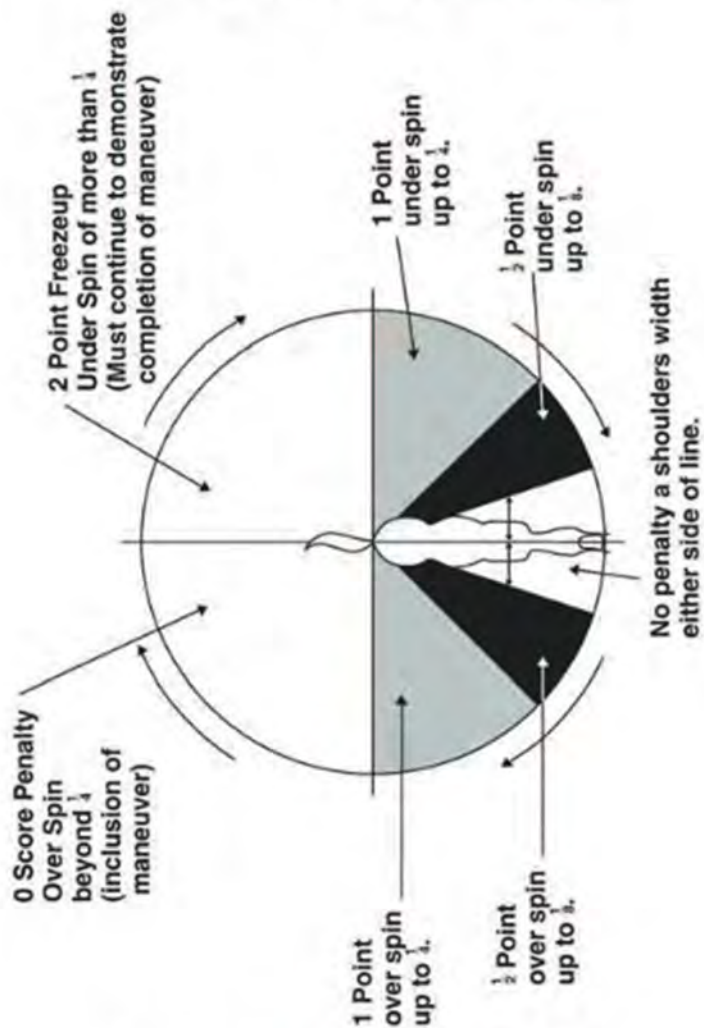
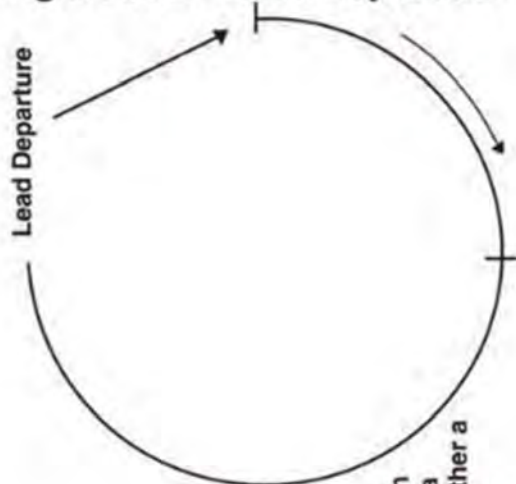
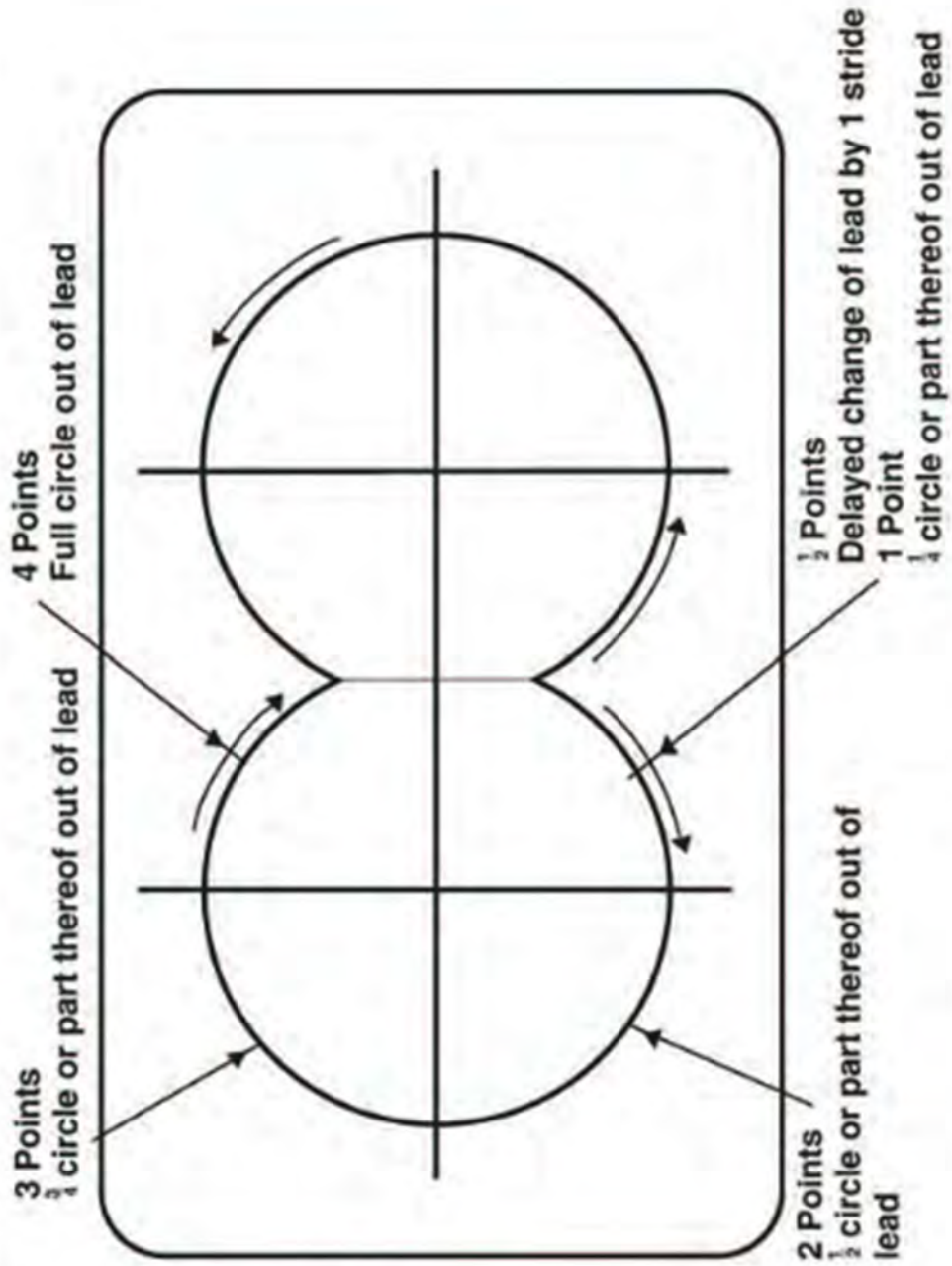


Figure #3B - Lead Departure



Stopping in the first $\frac{1}{4}$ circumference of a circle after a canter departure is NOT to be considered an inclusion on a maneuver, rather a break of gait penalty shall apply.

Figure #4 - Out of Lead/Delayed Change



Add 1 Point
for each $\frac{1}{4}$
circumference
of a circle, or
part thereof.

Figure #5 - Jogging

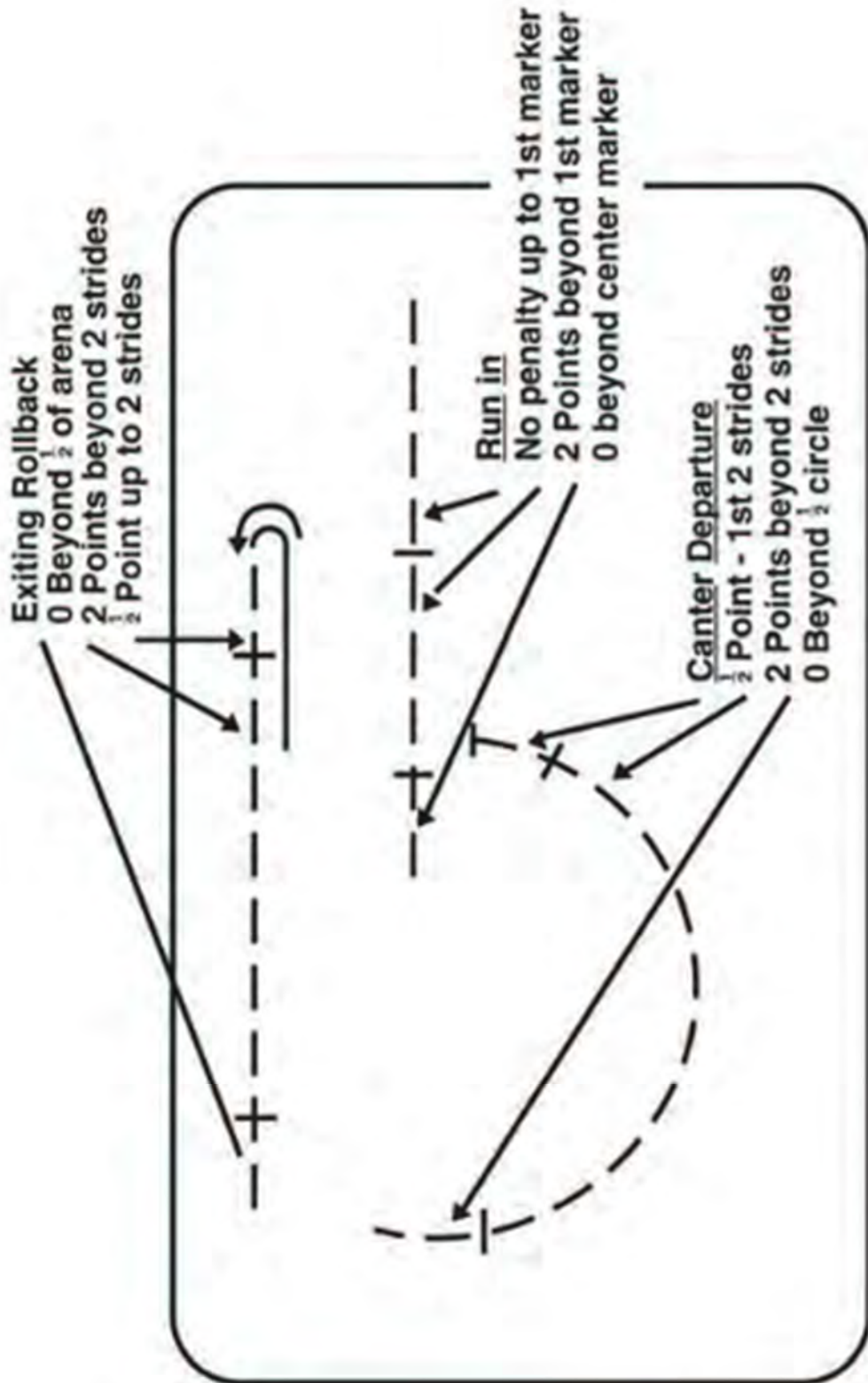
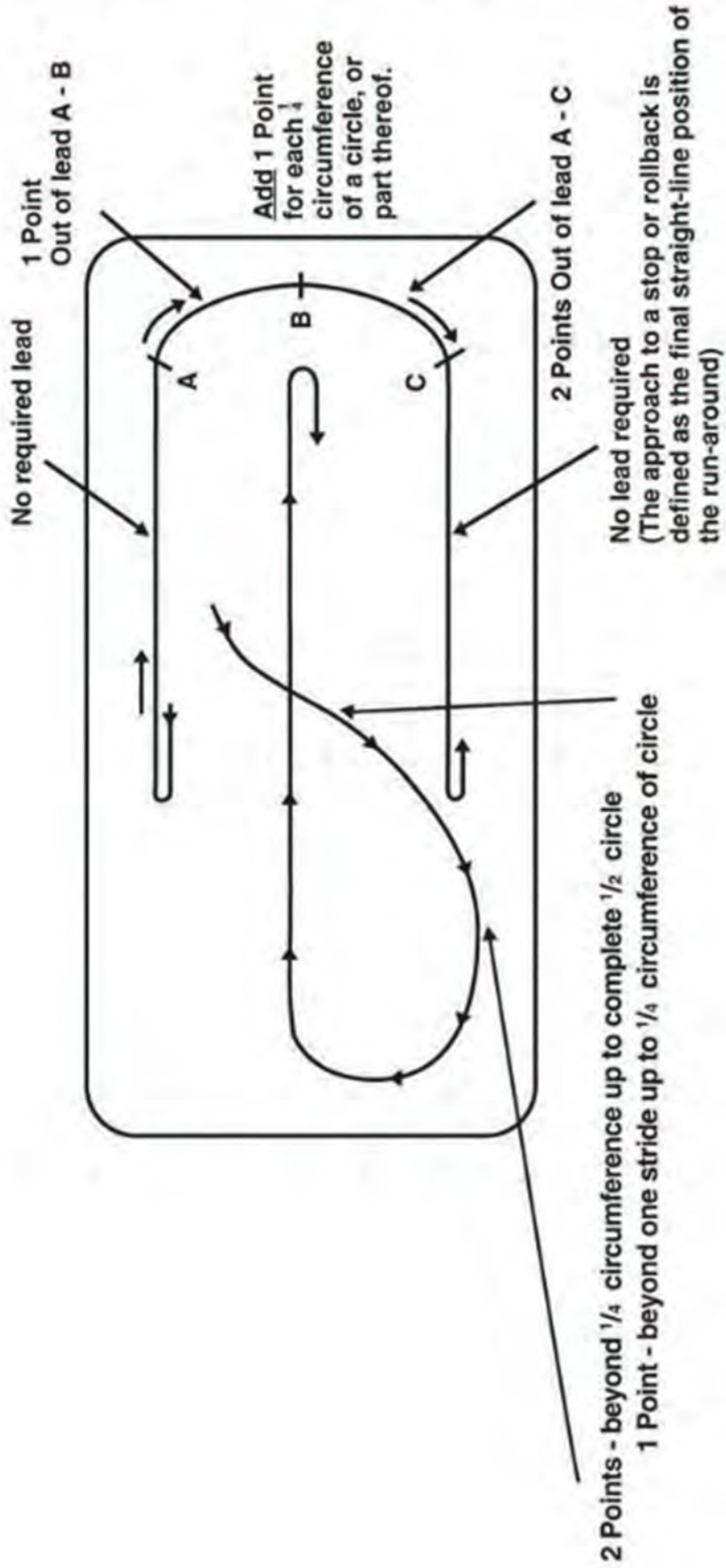
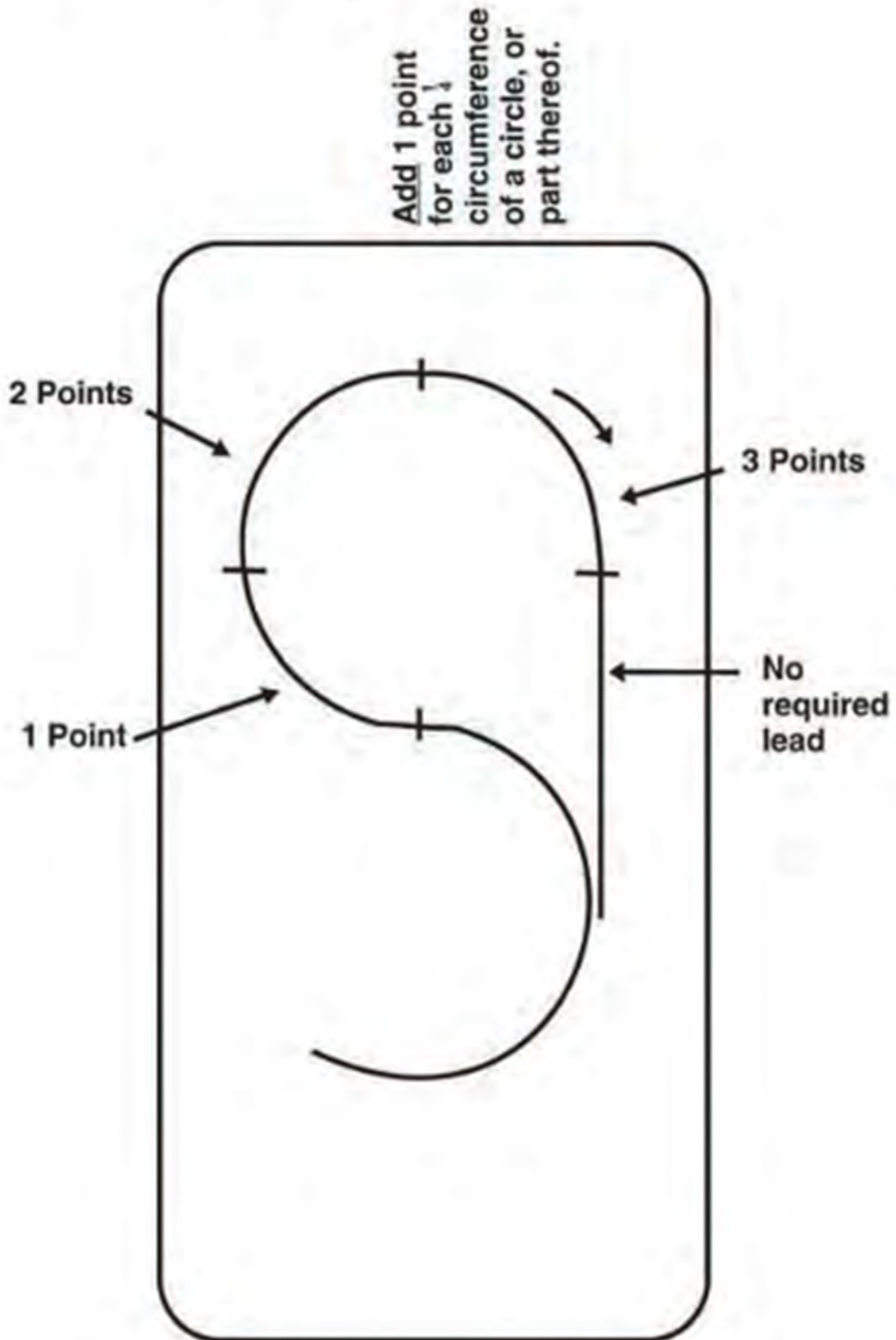


Figure #6 - Out of Lead on Run-around

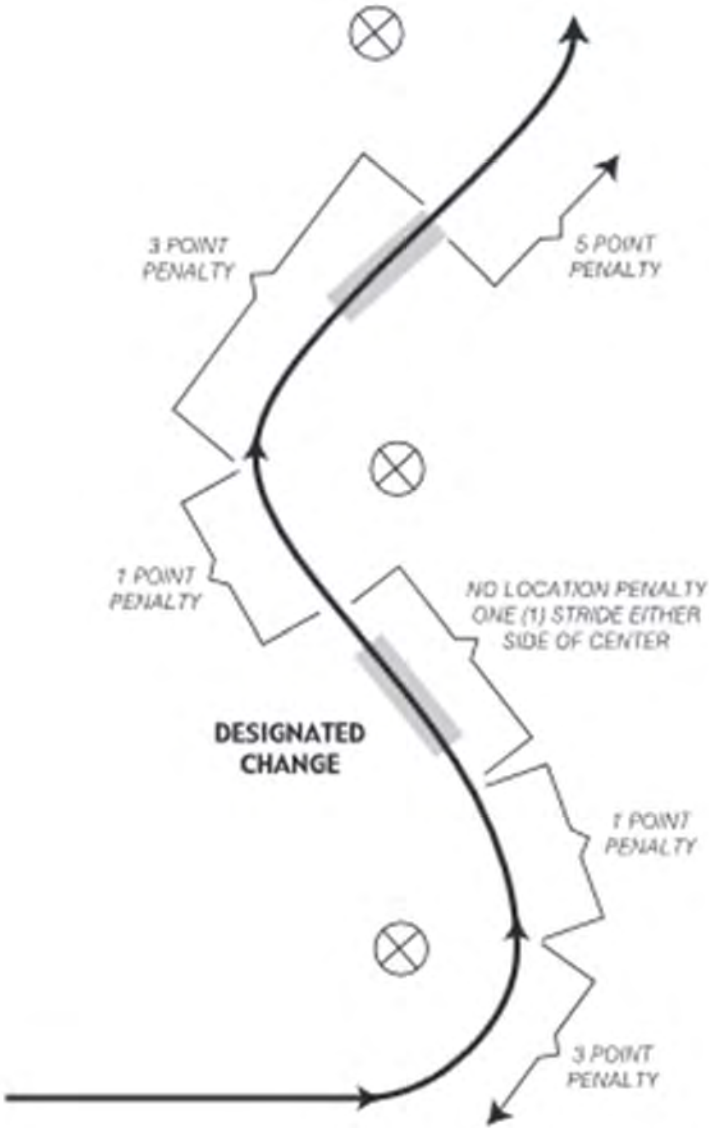


**Figure #7 - Out of Lead on Partial Circle
Leading to Run-down**



Western Riding (Pattern Riding) Lead Change Penalty Diagrams

Location Penalties for Designated Change



LEAD CHANGING AREA 

Location Penalties for Designated Change

