Elmore County 4-H
Horse Rule Book
2019-2020

In cooperation with the U.S. Department of Agriculture, Pacific Northwest 4-H Horse Contest Guide, University of Idaho, Elmore County Extension, and Elmore County 4-H Horse Working Group.
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<td>English Pleasure Walk Trot Limited Rider</td>
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1. This rulebook is a guide, which provides leaders, parents, and members with minimum expectations of what must be done to complete the horse project, compete successfully, and how the show will be conducted. The rules are necessary in order to provide an opportunity for members to fully demonstrate their skills. They also serve as a guide to all of the volunteers who give generously of their time to conduct the show. Any rule in this book (unless it is a printing or typographical error) will stand as printed.

2. It is the responsibility of each leader, parent, and member to be aware of the University of Idaho 4-H Policies and Procedures, the Elmore County 4-H Rule Books, and the Elmore County Fair Board Rules.

**OBJECTIVES OF THE 4-H HORSE PROJECT**

1. To develop leadership, initiative, self-reliance, sportsmanship and other life skills.

2. To experience the pride of owning a horse, pony or mule and being responsible for its management.

3. To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.

4. To increase knowledge of safety precautions to prevent injury to themselves, others, and their mounts.

5. To learn skills in horsemanship, and gain an understanding of the business of breeding, raising, and training horses.

6. To promote greater love for animals and a humane attitude toward working in groups and supporting community projects and activities.

7. To ensure that youth have opportunities within the four Essential Elements of the 4-H Youth Development Program (belonging, mastery, independence, and generosity).
   - Projects are used as tools to promote positive youth development.
   - The purpose of 4-H events is for 4-H members to demonstrate what they have accomplished with their projects during the year.
   - The goals of the 4-H program are only met if the accomplishments demonstrated are the result of the 4-H member’s own work.

**CHAPTER 2 – CODE OF CONDUCT**

**CODE OF CONDUCT FOR MEMBERS, LEADERS, PARENTS, STAFF, SPECTATORS**

3. Youth consuming alcoholic beverages, tobacco products or using controlled substances IS prohibited.
   **UNDER AGE CONSUMPTION OF ALCOHOLIC BEVERAGES WILL NOT BE TOLERATED AT ANY TIME AND COULD BE GROUNDS FOR DISMISSAL FROM THE 4-H PROGRAM.**

4. Consuming alcoholic beverages, use of tobacco products and/or controlled substances while participating at 4-H activities and events IS PROHIBITED.
   **CONSUMING ALCOHOLIC BEVERAGES, USING A CONTROLLED SUBSTANCE, OR BEING UNDER THE INFLUENCE OF EITHER WHILE CHAPERONING, TEACHING, DIRECTING, ATTENDING, OR PARTICIPATING WITH 4-H YOUTH AT 4-H ACTIVITIES OR EVENTS IS GROUNDS FOR TERMINATION**

5. Refrain from verbal or physical abuse of others and report such abuse. **ANY ACTIONS, SUCH AS CONVICTION OF CHILD ABUSE, NEGLECT, VIOLENT CRIMES, UNETHICAL BEHAVIOR, SUBSTANCE ABUSE, VERBAL ABUSE,**
PHYSICAL ABUSE, MISMANAGEMENT OF 4-H FUNDS OR OTHER SERIOUS OFFENSES WILL NOT BE TOLERATED.

6. Accept supervision from extension personnel and cooperate with others; in addition, parents and youth will accept supervision from certified organizational and project leaders.

7. Maintain open, honest communication with members, leaders, parents, & extension personnel.

8. Uphold every individual’s right to dignity, self-expression, and individual development.

9. Promote the spirit of inclusion and welcome participation of youth and volunteers from all backgrounds. Comply with equal opportunity and anti-discrimination laws.

10. Insure that 4-H participants are not required to purchase materials, equipment, animals, or services from any specific place of business.

11. Treat animals humanely and encourage youth and adults to provide appropriate and ethical animal care.

12. Operate machinery, vehicles, and other equipment in a safe and responsible manner when working with youth and adults participating in 4-H Youth Development Programs.

13. Comply with all applicable laws of the city, county, and state of residence and/or location of 4-H activity.

14. Inform extension personnel of any incidents that may violate 4-H policies.

15. Handle all concerns regarding county/area 4-H program management internally within the University of Idaho Elmore County Extension.

16. Respect, demonstrate, adhere to, and enforce Idaho 4-H policies and procedures. Inform Extension personnel of any incidents that may violate 4-H policies.

17. Work with youth, families, volunteers, and extension personnel in a cooperative, courteous, respectful manner demonstrating good sportsmanship and behaviors appropriate for a positive role model. It is important to be fair, generous competitors, good losers, and graceful winners. All youth and adults are expected to demonstrate appropriate behavior at all times.

A. SPORTSMANSHIP FOR YOUTH, PARENTS, LEADERS, SPECTATORS, AND STAFF INCLUDING BUT NOT LIMITED TO:

1. Conduct—demonstrates and maintains high standards of personal behavior and conduct which becomes them as an individual and as a representative of 4-H.

2. Fairness—Learn and follow the rules. Do not cheat. Be objective, honest, and just in evaluating yourself & others.

3. Honesty—Be truthful, fair and straightforward in everything you say and do. Show integrity. Do not lie or deceive. Do your own work. Do not understate or overstate your abilities, skills, or accomplishments.

4. Competition—Accept that the nature of competition is seeking to get what others are seeking to get, involves rivalry between contestants to earn rewards and results in winners and losers.

5. Courtesy—Be well mannered in your conduct. Be respectful, thoughtful, considerate, cooperative, friendly, and cheerful in your attitude and your behavior regardless of winning or losing or disagreeing with chairmen, leaders, parents, youth. Be pleasant, nice toward other participants, spectators, chairmen, leaders, parents, judges, the media, and others. Give others the benefit of the doubt. Treat people, animals, and things kindly. Do not boo, heckle, use offensive language, or behave rudely. If you have questions, concerns, suggestions, disagreements, be polite in expressing them. Criticize in private and compliment in public.
6. Graceful Acceptance of Results– Accept class divisions, judges' suggestions and results with a positive attitude. Do not gripe, complain, whine, pout, make excuses, or say you didn't feel well. Congratulate those who do win. If you are the top winner, graciously thank the people who congratulate you. Be happy but do not gloat, brag, act conceited.

CHAPTER 3 - SPECIAL CONTESTS

HORSE BOWL .... The Horse Bowl contest is based on quick memory recall of information. It is an activity that can be considered a teaching method. It provides an incentive because it is fun and it fosters a spirit of competition. Elmore County 4-H Horse Bowl is usually held in February. Members are encouraged to participate in the county horse bowl.

- Cloverbud Bowl-noncompetitive and fun
- Junior Horse Bowl-for younger 4-H members
- Regular Horse Bowl-for all 4-H members

Members cannot enter both Junior and Regular Horse Bowl.

Qualified individuals and teams can go on to the District II Horse Bowl Competition.

Participation in Horse Bowl, Horse Judging, Demonstrations and Public Speaking at the county, district, and state level are encouraged.

IDAHO HORSEMANSHIP AWARD Competition for the Idaho Horsemanship Award is a test of knowledge and skill in horsemanship. The purpose of the award is to honor the most talented youth riders in Idaho. The competition tests the youth's riding ability and knowledge of equine subjects that are important for a well-informed and proficient horseperson to know. The Idaho Horsemanship Award not only sets a high level of horsemanship goals for the young horseperson, but also recognizes evidence of their citizenship and leadership abilities.

- Any youth 14 years of age by January 1 and not more than 19 years of age during the calendar year, and enrolled in an organized horse program, may apply for this award.
- It is recommended that the applicant have participated in the 4-H Horsemanship program or other organized groups, such as Scouts, breed associations, or pony clubs.
- The applicant must own or manage the horse used to compete for this award for a minimum of 120 days before the performance test.
- The test can be ridden in Western tack and attire or English tack and attire.
- The Idaho Horsemanship Award program is administered through the University of Idaho (UI) 4-H Youth Development office. The program is conducted in each of the four Extension Districts by the District Horse Award chairperson and/or district representatives.
- Application forms are available at each county Extension office in the state or on the UI 4-H Youth Development website.
- The contestant's application form must be approved by his or her leader or instructor and returned to their county Extension office.
- Each Extension district representative has predetermined deadlines for the written and performance phases of the evaluation. Please contact your county Extension office to get those dates.

ORAL PRESENTATIONS

DEMONSTRATIONS, ILLUSTRATED TALKS, SPEECHES, TV COMMERCIALS, DRAMATIC READINGS

ELMORE COUNTY FAIR 4-H ORAL PRESENTATIONS CONTEST:

Entry forms for the demonstration contest will be provided by the Extension Office. Pre-registration is required two weeks before the fair.

GRADE CLASSIFICATION AND TIME LIMIT FOR COUNTY ORAL PRESENTATIONS

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<th>Age</th>
<th>Demol/Illust. Talk</th>
<th>Speech</th>
<th>TV Comm</th>
<th>Dramatic Reading</th>
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<tr>
<td>Junior</td>
<td>8-10 years</td>
<td>5-8 min</td>
<td>5-8 min.</td>
<td>All ages</td>
<td>All Ages</td>
</tr>
<tr>
<td>Intermediate</td>
<td>11-13 years</td>
<td>8-12 min.</td>
<td>6-10 min.</td>
<td>30-90</td>
<td>Up to</td>
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Senior
14-19 years old 10-12 min. 7-10 min. seconds 5 min.
Team
8-18 years old 10-12 min.

Demonstrations: A demonstration is doing, explaining, showing how by making something or doing something. There may be an end product.

Illustrated Talk: An Illustrated talk is talking, telling how by using pictures, charts, models, equipment, posters or other types of visual aids.

Speech: A speech is presenting a topic by the spoken word and gestures and does not include any visual aids. Note cards only may be used.

TV Commercials: A presentation to convince an audience to buy an idea or product. May use illustrations or objects as long as name brands are concealed. Includes introduction, body, and summary.

Dramatic Readings: Words and actions used to present material to either entertain or educate. Presenter may write their own material or used published material. Costume, make-up, or props are required. Presentation may be memorized.

Blue ribbons and up are eligible to compete at the District II Demonstration Contest at the Western Idaho Fair***.

*** At the District Level, animals are not allowed to be part of demonstration. ****

ROUND ROBIN SHOWMANSHIP... Overall Grand Champion and Reserve Champion winners of the Showmanship contests are eligible to participate in the Round Robin Showmanship Contest. The winner will be determined by his/her ability to show all types of large animals.

General rules
1. All 4-H and FFA members are eligible to exhibit in their project species and can be declared showman winner in more than one species, however may only show one animal in a Round Robin Event.
2. Contestants, who agree to show in the round robin show, will provide the animal in which they won with. Any substitutions of animals due to injury or sickness will be made by the species Chairman.
3. If a showman is under the age of 13 years, that person may compete in the Round Robin, knowing he/she will not be eligible at higher-level shows. IE. District/State.
4. A winner in both large animal, and small animal Round Robins will consist of an overall Grand Champion and a Reserve Grand Champion showman.
5. All Round Robin participants will have the opportunity for a voluntary practice session provided by the species superintendent.
6. The Round Robin event will be held in an approved arena with a separate enclosed pen used for the swine.
7. Animals used in the Round Robin will be closely supervised by the specie chairman for conditions rendering the animal in a harmful situation. (I.E. HEAT STRESS) If any such conditions occur and an animal is required to be exchanged, that specie chairman may make that decision. It should be asked prior to the show that back-up animals be prepared and ready for show.
8. Exhibitors are responsible for knowing the hours of judging and contest. Stock must be ready and in the show ring at the prescribed time.
9. Round Robin Chairman and Co-Chairman will be on a rotational basis, starting with Beef, followed by Dairy, Goat, Horse, Lama, Sheep and Swine. For small animal, it will start with Cat, Cavy, Dog, Poultry, Pygmy Goat, and Rabbit.

Large Animal Round Robin
1. The contest will consist of Beef, Dairy, Horse, Sheep, Goat, Llama, and Swine showmanship.
2. Each species chairman will select his or her own judge, and notify Round Robin Chairman one hour prior to show of judge names.
3. Five minutes will be allotted for the individuals to show. A two-minute break will take place for exchange of animals starting with the horse and working in a clockwise rotation.
4. Each species chairman will be in or nearby the ring to handle animals during rotations.
5. Judges will score each contestant on a point system of 1-20, with 1 being low and 20 being high. A maximum of 20 points will be allowable, using numerous areas for judging.

6. In case of a tie, the showman with the highest score in all classes, other than their own, will be the winner. The present judges will break all other ties.

7. The winner will be announced immediately after the competition.

**Areas judged**

5. **Fitting** (applies to showman’s own animal).
   A. Animal in excellent condition.
   B. Appearance; clean hide and hair well groomed.
   C. Hooves and horns properly trimmed and polished (when appropriate)

6. **Training** (applies to showman’s own animal.)
   A. Animal responds quickly to request of the showman
   B. Animal gentle and easy to handle.

3. **Showing**
   A. Showman always on the alert watches both the animal and judge.
   B. Animal walks well.
   C. Showman poses animal to bring out good points and minimize poor points.
   D. Animal when standing has head up and stands squarely on all four feet.
   E. Showman neatly dressed and displays positive attitude.
   F. Showman dressed accordingly to their species.

All Round Robin Showmanship participants will be dressed according to the Elmore County 4-H Dress Code for their species. If they are not dressed according to the dress code-the participant will have 5 minutes to change or otherwise will not show.

***Grand Champion of the Large and Small Animal Round Robins are eligible to compete at the District II Round Robin at the Western Idaho Fair.***

****Members must be 13 years of age as of January 1, in order to compete at the district level. In the event the Round Robin Grand Champion cannot go on to District, the Round Robin Reserve Champion is eligible to go.***

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**CHAPTER 4 - GRIEVANCE PROCEDURE**

Grievances will be handled through the individual working groups and task force with notification to the Extension Educator and 4-H Program Assistant. If the grievance cannot be solved within the working group, it will then go to the Elmore County 4-H Task Force with notification to the Extension Educator and 4-H Program Assistant. If a solution cannot be worked out, notification will go to the Extension Educator and 4-H Program Assistant for review.

During the fair, the working group chairpersons have the authority after thorough problem identification and notification to the Extension Educator and 4-H Program Assistant to make decisions concerning problems presented to him/her. If any decision is disputed, the chairman will provide the grievance procedures as above.

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**CHAPTER 5 - SHOW GUIDELINES**

This book addresses rules for the Elmore County 4-H Horse Program. This book includes 4-H horse requirements and classes at the Elmore County Fair and Elmore County 4-H Invitational Shows.

- Members who wish to participate in open or breed shows should check appropriate show rules for tack, dress, and performance requirement.

**Show Classes**

Any or all of the classes listed in this guide may be offered at a show or fair where 4-H classes are conducted. At pre-fairs, county fairs, or any state qualifying event, showmanship is required.
Class Priorities
When management must choose between equitation and pleasure classes, equitation classes must take priority. For example, western equitation and bareback equitation must be offered before western pleasure. If entries warrant, saddle seat or hunter seat equitation must be offered before English pleasure classes. If entries warrant, it is recommended that all shows offer at least two equitation classes and a showmanship class; for example, western equitation, bareback equitation, and showmanship.

Participation
• To participate at district or state fair, an exhibitor must use the same horse that was exhibited at the county fair.
• County committees may make accommodations for special circumstances at county 4-H events. State committees may decide if county accommodations are eligible for respective state 4-H events.
• Show management may invite participation from public or other 4-H clubs outside the county for invitational shows or playdays only. Only Elmore County 4-H members may attend the Elmore County Fair as exhibitors.

Exhibiting an animal at a fair can be a rewarding experience. It's also bound to be learning experience for young people.

The fair exhibit is only one part of the total 4-H Experience. The placing of an exhibit into a blue, red, or white category measures how well a member has done on that exhibit. But only the member and those who have worked with him/her can know how much growth and development has occurred.

Just as blue placing does not necessarily indicate perfection, a white placing does not indicate a failure. What it does mean is that the exhibit meets minimum standards of understanding and workmanship and is of satisfactory quality.

CHAPTER 7 - AWARDS

4-H uses the Danish system of awards in which every contestant receives a ribbon. Trophies, rosettes, and other special recognition may be awarded in addition.

The standard breakdown for ribbons is blue award, 85–100; red award, 70–84; white award, 69 and below. Disqualified riders will receive a white ribbon. The system may also be modified in classes that do not follow the same 100-point system or scoring criteria.

The judge will place contestants in one of four ribbon placings groups based on how well their performance compared to that of an ideal performance. The ribbon groups and their significances are:

• **Grand or Reserve Champion**—will receive a purple or pink ribbon

• **Purple/Pink**—An outstanding performance that met all of the class requirements. Contained few, if any flaws. **MEMBER MUST HAVE RECEIVED A BLUE RIBBON TO BE ELIGIBLE TO RECEIVE GRAND OR RESERVE.**

• **Blue**—A very good performance that met all of the class requirements. The performance contained few flaws, but was well above minimum standards.
- **Red** - A good performance that met all of the class requirements. The performance was slightly above or at minimum standards. Although displaying good effort, the performance contained several flaws.

- **White** - An average performance that met the minimum requirements of the class. The performance contained several flaws and considerable room for improvement exists.

- Where there is but one exhibit in a class, the award shall be made on merit alone.

- Record book ribbons must remain with the books until checkout on Sunday.

- Only awards listed in this rule book (see below) are to be awarded. No additional awards may be added.

  A. **5 & 10 year 4-H Horse Program participation buckles** - for any completed horse project member including cloverbuds. Cloverbuds must turn in a memory record book and horse activity book along with either a demonstration or poster at club meetings or roping at fair for a completed horse project.

  B. **Participation Awards**
  Participation Awards will be for new members only.
  Juniors must show in at least 5 classes at the fair.
  Intermediates must show in at least 6 classes at the fair.
  Seniors must show in at least 7 classes at the fair.
  Working Ranch Versatility classes will count as a total of 1.

  C. **Overall Awards** - All Overall Divisions will use the same point system.
  To be eligible for awards, members must have obtained their sponsors. High Point awards will be determined in the Fair Office with the 4-H Assistant.

<table>
<thead>
<tr>
<th>Elmore County 4-H Horse Overall Points For All Divisions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Number of Exhibitors</strong></td>
</tr>
<tr>
<td>----------------------------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6-20+</td>
</tr>
</tbody>
</table>

1. **High Point English, High Point Western, High Point Mini, High Point Walk/Trot, Working Ranch Top Hand**

   **English High Point** will be awarded to the Horse member who obtains the highest number of accumulated points in English Pleasure and Equitation. English Green Horse class is not included. In the event of a tie, record book scores will be the tie breaker.

   **Western High Point** - will be awarded to the Horse member who obtains the highest number of accumulated points in Western Pleasure, Western Horsemanship, and Reining. Green Horse class is not included. In the event of a tie, record book scores will be the tie breaker.

   **Walk Trot Limited Rider High Point** – will be awarded to the Horse member who obtains the highest number of accumulated points in all discipline Walk Trot Limited Rider High Point classes. In the event of a tie, record book scores will be the tie breaker.
**GREEN HORSE HIGHT POINT** will be awarded to the Horse member who obtains the highest number of accumulated points in all disciplines. In the event of a tie, record book scores will be the tie breaker.

**Mini Awards**
- **Mini Showmanship**: Grand and Reserve may be given in each age division. Overall Showmanship WILL consist of the Grand and Reserve winners of each age division, with an Overall Grand and Reserve Showmanship award given. Overall Showmanship winners are eligible for the Large Animal Round Robin.
- **Mini High Points**: Mini will award two (2) High point awards in each age division, Judged Mini High point and Timed Mini High point.
  - **Judging Mini High Point** will include the following classes: In Hand Trail, In Hand Jumping, and Liberty.
  - **Timed Mini High Point** will include the following classes: Keyhole, Poles, and Barrels.

**Working Ranch Horse Top Hand-Grand in each division**. The member who obtains the highest number of accumulated points in all 6 classes. Green Horse Class will not be eligible unless it is the member's only horse. In the event of a tie, record book scores will be the tie breaker.

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**CHAPTER 8 MEMBERSHIP AGE & CLASS DIVISION**

Boys and girls 5-19 years old by January 1 of the current 4-H year, may enroll in this project and continue to be eligible through the calendar year in which he/she graduates from high school.

<table>
<thead>
<tr>
<th>CLASSIFICATION</th>
<th>AGE</th>
<th>Cannot be on or around horses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cloverbud</td>
<td>5 to 7 years old</td>
<td></td>
</tr>
<tr>
<td>Junior</td>
<td>8 to 10 years old</td>
<td></td>
</tr>
<tr>
<td>Intermediate</td>
<td>11 to 13 years old</td>
<td></td>
</tr>
<tr>
<td>Senior</td>
<td>14 to 19* years old (*19-year olds must still in high school)</td>
<td></td>
</tr>
</tbody>
</table>

**Walk-Trot**

Any Age Riders will be asked to walk and trot only. No loping. 1st & 2nd year only.

*If member elects to participate in walk-trot classes, member cannot also participate in the same class in the age division classes. For the safety of horse and rider, members may stay in division for a 3rd or 4th year with the approval of their leader.

**Walk Trot cannot show a green horse for safety reasons. Not eligible for Working Ranch Horse Program**

**Green Horse**

- Any Horse, regardless of age under saddle 2 or less years. Green Horse can only participate in green horse classes. **Exception of # of years under saddle to be upon discretion of the Horse Working Group.**********Green Horse Checklists are required. Levels 1 & 2 for In hand and Showmanship.
- **Level 3 Green Horse Walk Trot**, **Level 4 Green Horse Lope** Levels 1 & 2 must be completed in order to advance to Level 3
  - **Division 1-Green Horse Walk Trot**
  - Any green horse in its first year of training under saddle, unless have exception by leader and parent to move to Division 2.
  - **Division 2-Green Horse Lope with permission of leader and parent**
  - Any green horse in its second year of training under saddle.

**HORSELESS PROJECT**
• Members must do a demonstration, general record book, and complete 5 Horse-related educational lessons/activities. Record each activity completed in the 4-H Animal Record Book, Project Information and Activity Log.
• Member must exhibit a poster or display illustrating something they learned in the horseless project this year.

CLOVERBUD GUIDELINES AND POLICY

The Idaho 4-H Cloverbud Program is offered for boys and girls who are between 5 and 7 years old by January 1 of the current 4-H year.

The Cloverbud program focuses on cooperative learning while guiding participants to:
1. Develop life skills in the areas of self-understanding, social interaction, decision-making, learning to learn, and physical development.
2. Gain knowledge through the experiential learning process.
3. Develop positive attitudes toward learning.
4. Develop on-going relationships with caring adults and older youth who serve as positive role models.
5. Explore family and community relationships.
6. Develop an understanding of and appreciation for social and cultural differences.

Approved Cloverbud curriculum is developmentally appropriate for this age, is activity-oriented, involves cooperative learning and is focused on life skills taught through a broad spectrum of subject matters.

Cloverbud members may be involved in lap animal projects. These are defined as: rabbits, cavies, cats, chickens, mini-goats, small dogs, baby lambs, baby pigs, baby goats that weigh less than the member at fair time.

Fair exhibits by Cloverbuds are non-competitive and are optional. Exhibits are an opportunity to show what they have accomplished. A Cloverbuds Memory Book (63013) is available to be used with fair exhibits but is not required. A participation ribbon or similar recognition may be given.

Cloverbud participation may be recognized at County Achievement events with a special pin or gift
4-H members must have reached their 8th birthday, to be eligible for:
- Competitive situations
- Enrollment in large animal projects including beef, dairy, dairy goat, horse, sheep and swine.*
- Enrollment in Shooting Sports or projects involving motorized vehicles.*

*4-H insurance policies, including the University of Idaho liability coverage for volunteers, will not cover youth or adults working with youth under the age of 8, involved in these projects.

CHAPTER 9 - PROJECT COMpletion REquiREMENTS

1. Members must participate in obtaining in at least 1 (one) $35 sponsor. If participation in Working Ranch Horse and/or Mini members must obtain an additional $35 sponsor.

2. Members must attend a minimum of 10 club meetings, of which at least six must be riding meetings.
   • If a parent is also a leader, a member must have at least 3 of the 6 required riding with a club.
   • A member must have All 4 business/book meetings with a club or horse working group.

3. Members must do a demonstration, completed record book with record of demonstration, leadership, community service, total experience story, and complete 5 Horse-related educational lessons/activities. Record each activity completed in the 4-H Animal Record Book, Project Information and Activity Log in order to exhibit at the fair.
4. Each member must prepare project area at the Elmore County Fair Grounds and participate in a 4-H planned community service project.

5. All members must fill out a horse declaration form by April with all horses listed that they are working within 4-H. This form must be turned into the Extension Office and be on file. Members must declare final horses using at the fair by fair registration, June 15, and will only need records on those final horses they are using for fair shows.
   - All members must meet with group leader to present animals for evaluation.

6. Each 4-H member is encouraged to attend the Horse Educational Clinic which will be provided by the Horse Working Group. 1st year members are required to attend the horse educational clinic or other event prior to fair.

7. Members may choose which project horse will show in Showmanship at the Elmore County Fair in order to complete their project; however, the showmanship horse must show in at least 1 other class. 4-H members may show English or Western.

8. Members doing WRH only must also participate in at least 2 other horse show classes besides showmanship and show trail.

9. The project leader shall decide the eligibility of members to compete unless specified otherwise in a certain area example: WRH, Jumping.

10. Fair Horse Class Entries are to be submitted to the Elmore County Extension Office by the leaders. Entry forms will be due June 26. Members and Parents are to sign the Horse Class Entry form. Leaders are to check to make sure the members are in the correct classes and sign the entry form to certify the members are in the correct classes. Post entries will not be accepted on the day of the show.

11. All members are required to TURN IN a completed Portfolio which includes Involvement Report, Story, Record Book, Animal Science Lesson Program Checklist WITH 5 Horse-related AND PARTICIPATE IN A RECORD BOOK INTERVIEW ON THE SCHEDULED DAY TO BE ABLE TO EXHIBIT AT THE FAIR.
   - Community service & leadership page, 1 overall story, record books for each project including pictures, checklists, and each project manual will be in one portfolio cover (PORTFOLIO RECORD BOOK) and in order according to the portfolio criteria. -see portfolio checklist.
   - Members are to bring their Portfolio Record Book with them to the interview.
   - The record book and story are a part of every 4-H exhibit.
   - The record books need to have all sections filled in and need to be signed by the member, leader, and parent to be considered complete.
   - It is the leader’s responsibility to verify completion 5 Horse-related Animal Science lessons of activities.
   - Signature of the 4-H leader verifies that EACH record book, # OF ACTIVITIES IN EACH checklist ARE COMPLETED and exhibit is complete and ready to be judged.

12. Record Book-All sections must be filled in to be considered complete-See Record Book Checklists
   - front page,
   - goals,
   - demo,
   - meetings,
   - expense record,
   - income record,
   - profit & loss,
   - permanent horse ID,
   - permanent horse health record,
   - horse vaccination record-vaccinations are required or a health certificate
   - breeding production only if have a breeding project
   - how did you do, and
• at least 1 photo, and
• If members are competing in jumping classes, driving classes, mare & foal, green horse classes they must include those Checklists in their record book
• a total experience story-
• Idaho 4-H Animal Science Lesson Program Checklist

CHAPTER 10 - GENERAL RULES & REGULATION

1. Only 4-H project horses are allowed during 4-H sponsored FAIR events

2. Only 4-H members may ride, groom, school, or handle a horse while on the fairgrounds during 4-H sponsored FAIR events. Junior members may have assistance with saddling and bridling if needed. Anyone may have assistance for safety reasons.

3. No one is allowed to coach contestants while the contestants are in the showring.

4. The humane treatment of all animals is required. Exhibitors are expected to treat their animals with respect and provide for their continuous well-being through proper feeding, handling, disease prevention, sanitation, and attention to safety.

5. Exhibitors must keep their horses under control at all times. Unmanageable animals, unnecessary roughness, or abuse of the animal may dismiss the 4-H'er from further competition. No animal may be shown at the Elmore County Fair that would endanger the public safety.
   A. A 4-H member who is physically incapable (due to injury or illness) of showing their animal:
      • Showmanship – The 4-H member must be available to answer questions from the judge
      • In this instance, with the approval of the Extension Educator or 4-H Assistant, a parent/leader can help

6. A visibly ill or unsound animal may be dismissed from participation by show personnel or at the judge’s discretion.

7. Horses may not be ridden double at any time.

8. Horses may not be ridden with halters only.

9. If riding bareback at any time on the fairgrounds, a helmet is required.

10. The arena is off-limits to everyone except working show personnel or during an emergency. Only officials and the exhibitors may enter the show arena.

11. NO riding after dusk except for official classes or unless arenas are properly lit.

12. Any running of horses at the Elmore County Fair will be grounds for disqualification from the show. Horses will not be ridden in the parking area except when going directly to the show arena. Any 4-H Leader or Official may enforce these rules and relay the information to the show committee.

13. All livestock shall remain in designated areas as posted. Horses will not be allowed in other livestock or camping areas with the exception of the Round Robin Competition.

14. Vehicles, campers, or trailers parked in the stall area will only be parked in the authorized areas. Vehicles, campers or trailers parked in prohibited areas will be towed away at the expense.

15. For privacy reasons, members’ overall scores will only be given to the individual members.
16. Judges’ decisions are final. Only Chairman are allowed to address the judge about classes/placing during the show. If parents or leaders have concerns, they need to address the concerns respectfully with the horse chairman

- Judges have been carefully selected and approved by the Elmore County 4-H Horse Working Group, the Elmore County Extension Educator, and the 4-H Program Assistant.

17. Approaching the Judge

A. Show Committee

It is the show committee’s responsibility to provide an opportunity for exhibitors to approach judges.

- This information will be relayed to exhibitors during the informational meeting or by other means.
- Before the beginning of a class or show, questions about specific classes or rules need to be addressed to ALL exhibitors, not one-to-one.
- Show committees need to remember that judges’ decisions are final.

B. Exhibitor

While the judge’s decision is final, every exhibitor should have an opportunity to approach the judge to ask questions.

- This should be for educational purposes, not to dispute placings.
- The exhibitor should not approach the judge until after the final class of the day or as otherwise specified by the show committee.
- A parent or leader may be present.
- The contestant should provide their exhibitor number and any score sheets they may have received, but photos or videos are not allowed.
- The contestant should expect discussion or explanation on how to improve.

C. Judge

The judge should confirm with the show committee or superintendent when questions may be asked and answered and when an exhibitor may approach the judge.

- Since judges’ decisions are final, they should expect their decisions to be upheld.
- A judge should be able to provide oral or written comments or clarification to an exhibitor when asked.
- Judges must address questions about specific classes or rules to ALL exhibitors, not in a one-to-one setting.

D. Recourse

Judges’ decisions are final.

- A show committee has the recourse to not rehire a judge who has not met their expectations.
- Concerns regarding judges who do not meet 4-H standards can be addressed to the PNW judges’ list coordinator and the PNW judges’ review committee. Evaluation forms are available on the web.
- The coordinator and committee will investigate any concerns and make an appropriate response to the judge.

CHAPTER 11- SHOW PROTOCOL

1. Members should be courteous and alert and follow instructions given by the judge or ring steward, including entering promptly when a class is called.

2. Attitude is scored. Exhibitors should show confidence and pride in themselves and their animals. They should be good sports. Contestants are judged at all times when in the ring.

3. Show management or the judge reserves the right to dismiss any youth or party from any 4-H class or show for any misconduct, lack of sportsmanship, or infractions of the rules. Exhibitors may forfeit all
awards received in the class or at the show.

4. Any parent or leader will be asked to leave for his/her unsportsmanlike behavior or failure to comply with fair and 4-H rules. If there are problems, the Fair Board will be contacted and the individuals will be escorted off of the fairgrounds. If further problems, the police will be called.

5. Disrespect shown to any judge or fair official will result in forfeit of all awards made to the offending exhibitor and that person will be asked to leave the grounds. Disrespect shown to any judge or fair official by parents/leaders will result in being asked to leave the fairgrounds. If there are problems, the Fair Board will escort the individuals off of the fairgrounds. If further problems, the police will be called.

6. The use of cell phones or other electronic devices are not allowed in any show. If member uses cell phone or other electronic devices in any show, it will be considered an infraction of the dress code and left up to the discretion of the judge in placing.

7. Contestant numbers must be clearly visible either on the rider's back or on both sides of the saddle pad. (The exhibitor is responsible for supplying the second number.)

8. Exhibitors will be expected to approach the gate attendant for check in and will then be directed to line up.

- No class shall enter the arena until all exhibitors have been checked in or scratched from the class.

- Once a class has started no late exhibitors will be allowed to enter the arena. No exceptions.

9. If a “gate hold” (delay of class) is necessary for

- Equipment change, or another species weigh in, this must be requested before the class is called to enter into the arena.

- At that time that class will be held and will not enter the arena. A set time period to be determined by the Horse Working Group Chairman (suggested 15 min) will be allowed for these specific situations to hold a class.

10. Foals are to remain in the stable area, except when in a mare and foal class.

11. Any horse that is prone to kick must have a visible red ribbon attached to the top of the tail and horses that bite will have a red ribbon in their forelock.

12. Equitation classes are judged on the skill of the rider. The horse is not judged on conformation.

13. When a judge requests a movement to the right (off-side) or left (near-side), this is to the horse’s right or left.

14. Exhibitors should not pat their horse while being judged in the ring, except during a colt or ground training class.

15. All exhibitors must maintain a proper distance of one-horse length between themselves and other exhibitors. DO NOT ‘CUT OFF’ OTHER CONTESTANTS.

16. Special needs youth and/or anyone needing assistance will ride last (at the end of a class) so members following them will not benefit more than members who rode before them.

17. English/Western Class divisions are outlined in Chapter 7 unless number of participants justifies further class divisions or combinations, determined by Horse Show Judge and Horse Working Group Chairman.

**CHAPTER 12-PROJECT ANIMAL**

1. Foals, ponies, minatures, mules, donkey, and horses are suitable for this project.

- Horses do not need to be registered

- Stallions older than 12 months are NOT allowed in 4-H contests or events.
To be classified as a pony, the animal must be 56 inches in height or less. When there are a great number of ponies, they may be divided into small pony and large pony divisions:

a. Small pony: any pony less than 48 inches in height
b. Large pony: any pony 48–56 inches in height
c. When there are few ponies, counties have the option of combining horse and pony classes.

- Mini Horse/Pony shall NOT exceed 46 inches in height for the mini horse division the height verification of the miniature horse shall be determined by measuring the vertical distance from the base of the last hairs of the mane to the ground.
- Mini horses cannot be ridden in any of the riding classes or at any time on the fairgrounds.
- Horses must not be shod.

2. Each member may have up to 3 project horses which may be owned, shared or leased as long as they meet the requirements and all horses are recorded in the member's record book.

- A shared project animal is defined as only immediate family members or two non-family members sharing the same horse, including care and training responsibilities. Members and parents must recognize that adjustments and/or choices may need to be made to adapt to show conditions or schedules, such as when two members are in the same class or are competing for championships.
- A lease agreement is permissible if the member provides primary care for the horse.
- A copy of the lease agreement must be turned into the Extension Office by April.

Project animals (owned, leased, or shared) must be under the care and management of the 4-H member at least 80% of the time (5-6 days per week), which includes feeding, which includes providing/pay for feed, health expenses, grooming, exercising, training, and access to use for at least 90 days before the animal may be shown at the official county exhibit activity.

- With the exception of hardship cases which must be petitioned before the Horse Working Group. Substitution of horses must be approved by the Horse Working Group. Substitutions may be approved for the following:
  A. In the event of accident or illness, if accompanied by a vet statement.
  B. If the horse proves to be totally unmanageable or dangerous.
  C. Once the fair has started, no petition may be presented unless an injury occurs at fair. A vet recheck may be required at the owner's expense. The animal may continue in the competition upon presentation of a certificate from a veterinarian stating the ability of the animal to continue.

4. In Idaho, only the 4-H member(s) can personally train their animal 90 days prior to the county-designated event and state fair.

5. The project horses must be vaccinated for 4 Way and Rhino within 90 days of the fair or have current (within 30 days of the fair) health certificate from veterinarian.

- Vaccinations must be recorded on the record of vaccinations page or health exam certification. Attach the receipt, bottle label, or health certificate.
- Horses shall be free from any signs of infection or communicable disease

6. The 4-H horse program does not condone the use of drugs, herbal compounds, or surgical procedures which affect an animal's conformation, appearance, natural performance, or in any way alters its natural color.

- Horses requiring any medication should be identified upon arrival at the 4-H Horse Show Office or registration area. Members must get leader and veterinarian approval for medications and must report the use of any drug for their horse to the superintendent/chairman prior to the show. Failure to follow this rule may be cause for disqualification.
- If a horse requires medication or treatment after arrival at the show, any medication used to protect the health and welfare of the animal must be prescribed by a licensed veterinarian.
- Administration of all medication must, at all times, be done in accordance with the specification and/or instructions given in the prescription.
• Liability for the correct administration of the prescribed drug is the responsibility of the exhibitor’s parent or legal guardian.

A. Volunteer Policy on Animal Disease Diagnosis & Treatment

4-H volunteers, as representatives of a land-grant university, are expected to act within the policies and guidelines of the 4-H youth development program.

• A 4-H animal science volunteer may educate members and their families in the normal course of their 4-H activities in the areas of animal care, production, and management.

• University volunteers are NOT to engage in activities that include the diagnosis or treatment of or the direct administration of medications to protect animals without authorization from a licensed veterinarian.

• A 4-H volunteer may exercise commonly accepted first aid skills/practices in an emergency situation.

7. Horses should be clean and well-groomed.

• With the feet trimmed or shod.
• Long hair on jaw, legs, and pasterns should be clipped.
• Inside of ears may be clipped but exhibitor will not be penalized if not clipped.
• Fetlocks, muzzle, and bridle path should be trimmed according to breed type.
• Mane may be roached, but foretop must be left.
• Mane and tail must be clean and free of tangles.
• Horse’s tail should be properly prepared according to the breed or type of horse.
• The mane and tail may be long or braided. If the tail is braided, the entire mane must be braided.
• If the mane is braided, braiding of the tail is optional.
• Exhibitors may not decorate their horse with glitter, paint, or other means except in costume, free style reining or drill team.

CHAPTER 13 - STABLE AREA & WASH RACK

1. Stable Area Rules

A. Stalls:

1. Assignments shall be made by the horse chairman.
2. NO saddles, bridles, or halters on horses that are loose in stalls.
3. Only one horse per stall. Exception: mares with foals, mini horses
4. Shall be cleaned at least twice a day. Must be cleaned by 10 a.m. every day. Leaders are responsible for seeing that all stalls are cleaned.
5. Shall be cleaned and all sawdust and/or straw and waste products removed no later than 2 p.m. Sunday FOLLOWING THE CLOSE OF THE FAIR.
   • A $25.00 fee per stall will be charged for not cleaning pens on time.
   • The Horse Working Group Chairman will be responsible for checking to see stalls are clean.

B. Feed

1. Horses are to be fed and given fresh water at least twice a day.
2. Hay nets shall be tied high enough to prevent a horse from getting a foot stuck in them when nets are empty.

IF YOU DO NOT COMPLY WITH THESE RULES, YOU WILL BE ASKED TO REMOVE YOUR HORSE FROM THE STABLES.

C. Wash Rack Rules

1. Do not leave horse unattended.
2. Leave the wash area clean.
3. No water fights.
4. Be courteous.
5. Make sure all the water is off when you leave.
1. ***All 4-H members participating in any Elmore County 4-H equestrian activity must wear an approved helmet whenever they are mounted on an equine or are in a vehicle (cart, wagon, buggy etc) being pulled by an equine.  
   • This includes riding meetings, trail rides, play days, shows etc.
   • An approved helmet meets the minimum performance standards imposed by the American Society for Testing Materials (ASTM) F1163 and includes certification and labeling required by the Safety Equipment Institute (SEI). The most common standard used by sanctioning organizations in the United States is known as ASTM F1163[10] It is periodically updated, the most recent is ASTM F1163-13 (2013).[11] It is a performance standard written by a volunteer committee of producers (persons who represent manufacturing companies) and users of equestrian helmets, and published by ASTM International. The standard defines performance criteria and test methods; it does not prescribe helmet design. This is the current standard adopted by the American National Standards Institute (ANSI)
   • The helmet must be properly fitted with the harness engaged and properly fastened.
   • It is recommended that participants wear their helmets any time they are around their horse. ******

2. Members and attendants should be neat, clean, and dressed in long-sleeved shirts and long pants.

3. Boots are required for exhibitors in all classes INCLUDING mini horse exhibitors (attendants may wear hard-soled shoes.)
   • Boots are defined as high-topped (above the ankle) leather or leather-like riding shoes with heels
   • The boot must have an adequate heel to prevent it from moving forward through the stirrup.
   Exhibitors must be able to move the boot freely in the stirrup and easily slide the boot out of the stirrup

4. An exhibitor’s hair must be worn in a net, braid(s), or other means to present a neat appearance and give the judge a clear view of the show number.

   **Western**

   Western clothing and equipment are appropriate in western classes including, but not limited to, trail, western equitation, showmanship, ground training, driving, and bareback.

   **Required**
   • Long-sleeved western shirt with collar, tucked in and sleeves rolled down
   • Jeans, trousers, or western pants
   • Belt, unless loops are not present or are covered by another garment.
   • Western boots
   A. High traction soles and Fat Baby boots are discouraged especially in Working Ranch Horse classes
   • ASTM/SEI equestrian-approved helmet (optional in showmanship)

   **Optional**
   • Vest, jacket, coat, sweater, and/or jacket with collar
   • Gloves
   • Ties, pins
   • Chaps are optional in all classes except showmanship
   • Spurs—Must be dull and rowels free moving

   **Not allowed**
   • Chaps in showmanship
   • Whips or crops, except in driving, western games
   • Spurs in showmanship, driving, ground training, and in-hand trail

   **Western Saddle & Pad**
Required:
- Any standard western saddle with a horn may be used, but it must fit the rider and the horse.
- Any clean saddle pad, blanket, or combination is allowed if it provides sufficient padding for horse and rider.
- If the cinch pin or tongue on the cinch is not being used, it must be removed.

Optional
- If a back cinch is used, it should be adjusted close to the horse and attached to the front cinch with a connecting strap.

Not Allowed:
- Australian saddles
- Tapaderos (stirrup covers)

Western Bridle & Bit
- Horses 5 years old or younger may be ridden in a snaffle or bosal.
- For horses 6 years or older, a curb bit is highly preferred.
- Members showing horses 6 years or older in a snaffle must have a significantly better performance in order to be placed above a member showing a 6 year old or older horse in a curb bit or bosal.
- For horses 6 years or older being shown in a snaffle or bosal will be ineligible to advance to district 4-H competitions.

Required:
- Any western bridle including snaffles and bosals is allowed.
- Most types of Western bits are acceptable.
- A snaffle must have a curb strap, curb chain, or bit guards.
- Overall bit length, as measured in the picture below, can be no longer than 8 ½ inches.

![Diagram](image.png)

The correct measure of overall bit length is a vertical line from the upper-most part of headstall slot to the center of the rein ring.

- Curb straps must be plain leather or chains at least ½ inch wide and must lie flat against the jaw.
  A. Leather chin/curb straps recommended for working ranch horse classes
- Throat latches on all bridles are strongly recommended for safety purposes.

Not Allowed:
- Sidepulls in performance classes
- Cavessons or nosebands in performance classes.
- Mechanical hackamores, double wire snaffles, slip, or gag bits. Overall bit length, as measured in the picture below, can be no longer than 8½ inches.
- Rolled leather straps
Reins

- Only split or romal reins are allowed in western equitation, trail, and bareback.
- Only one hand may be used for reining when using a Western bit with shanks for Western Equitation, Trail, and Bareback, the rein hand cannot be changed.
- No single reins (example: roping or barrel rein) allowed unless of mecate style on bosal hackamore or snaffle bit. Exception: Intermediate and Advanced divisions of Working Ranch Horse will be allowed to use rope reins while roping. Mecate (muh-caw-tee or McCarty) reins are made from horse hair but can also be made from nylon double braid marine rope. These reins are normally between 20-22 feet long and approximately 8-10 feet are used for the rein and the remaining 10-12 feet is used as lead rope.

When romal reins (a type of long quirt attached to the end of a set of closed reins that are connected to the bridle) are used, no finger between the reins is allowed. In these cases, the romal goes on the opposite side from the rein hand.

- The rider’s hand shall be closed around the reins with the wrist kept straight and relaxed, the thumb on top.
- Only one hand may be used on the reins
- The non-rein hand is not allowed, at any time to touch the reins

- The rider is allowed to shorten the reins while the horse is in motion as long as their hands are held in a legal manner.
- Romal reins are recommended for Working Ranch Horse classes unless showing in a snaffle bit or bosal.
- To mount with romal reins, double the end in the left hand. After mounting, slide the bight under the rein hand to the opposite side.
- For a brief dismount, romal reins need not be taken down; the romal part may be looped behind the horn.

There are two ways to hold split reins:

- With the palm of the hand facing down and one finger between the reins. The free end of the rein (bight) in the opposite hand
- With the palm of the hand facing down and one finger between the reins. The free end of the rein (bight) falls on the same side as the “rein hand.”

- Only one hand may be used on the reins.
- For dismounting with split reins, both split reins, or the near rein only, may be taken down. Never let go of the reins

When a bosal or snaffle bit is used, two hands must be used.

- Split reins should be held by crossing the reins between hands so that both hands are holding both reins.
- Closed reins are allowed with a bosal. Mecate reins can be half-hitched around the horn or
properly tucked under (not tied to) the belt.

- For dismounting with split reins, both split reins, or the near rein only, may be taken down. Never let go of the reins.

Optional Tack & Equipment

- Spurs (if used) must be Western type and must be used properly
- Hobbles
- Lariat or riata
- Breast collars
- Hoof boots may be used in place of shoes if they are fitted properly. They are not allowed in Western gaming.

NOT ALLOWED:

- Tie-downs, martingales, draw-reins,
- Nosebands,
- Tack Collars
- Splint boots, bell boots, bandages, & polo wraps are not allowed in Western Equitation, Trail, Showmanship or medals classes. They are allowed in Western Gaming, Ground Training and In-Hand Trail.

Hunt Seat

Hunt seat or dressage equipment and clothing may be used appropriately in showmanship, driving, hunt seat equitation, equitation over fences, trail, ground training, dressage, and bareback.

- An exhibitor’s hair must be worn in a net, braid(s), or other means to present a neat appearance and give the judge a clear view of the show number.

Attire

Required

- Ratcatcher, long-sleeved tailored shirt closed at the neck or a turtleneck shirt. Shirts are tucked in.
Hunt coat if short-sleeved ratcatcher is worn
Pants, breeches, or jodhpurs
Tall hunt boots, jodhpur boots, field boots or paddock boots. Leather or rubber okay.
ASTM/SEI equestrian-approved helmet

Optional
- Hunt coat (conservative colors) only if wearing long-sleeved shirt.
- Spurs must be English type and used appropriately. In dressage, rowels must be free to rotate.
- Half-chaps
- Gloves (any traditional color allowed)
- Pins or ties

Not allowed
- Spurs in showmanship, driving, ground training, and in-hand trail
- Leg protection for the horse is only allowed in English Equitation -Over Fences classes.

Saddles & Pads
Required:
- Forward seat, close contact, jumping, or dressage seat saddle.
- Stirrup safety bars must be in the open position in any Equitation over Fences Class.

Optional:
- Saddle pad

Not Allowed:
- Saddle seat-type English saddle or Western Saddle

Bridle & Bit
Required:
- An English bridle with cavesson.
- Snaffle, pelham, kimberwick, full double bridle, or any other English-type bit appropriate for the seat.

Optional
- Dropped, flash, and figure-8 nosebands are allowed in dressage and hunt seat equitation over fences, but no other flat classes.

Not Allowed
- Sidepulls and bit converters
- Double-twisted wire and gag bits
Other tack and equipment

Optional
- Breastplates or breast collars
- Martingales and any type of boots are in equitation over fences only.
- Running martingales may be used only with a snaffle bit.
- Whips or crops may be no longer than 36 inches for hunt seat.

Not Allowed
- Martingales in flat classes
- Any type of boots in flat classes

Saddle Seat
Saddle seat equipment and clothing may be used appropriately in showmanship, saddle seat equitation, trail, ground training, bareback, and driving.

Attire
Required
- Long-sleeved tailored shirt or short-sleeved shirt with a coat.
- Tie
• Pants, or Kentucky jodhpurs
• Jodhpur boots (short)
• ASTM/SEI equestrian-approved helmet

Optional
• A saddle-seat suit or day coat may be worn, but it must be a conservative color and will not be given preference by the judge.
• Spurs must be English type and in mounted classes only.
• Whip no longer that 48 inches, including lash
• Gloves, a four in hand or bow tie, and a pin or flower in the lapel are traditional, but required.

Not allowed
• Spurs in showmanship, driving, ground training, and in-hand trail
• Leg protection for the horse is only allowed in English Equitation -Over Fences classes.

Saddle
Required:
• Saddle seat-type saddle
Optional:
• Breast collars

Not Allowed:
• Dressage, hunt-type, all purpose, or western saddles.

Bridle & Bits
- Required
• Full double bridle (curb and bridoon), Pelham, or breed-appropriate bit

Not Allowed
• Martingales or tie downs.

CHAPTER 15 - PATTERN CHANGES

1. Patterns committee will present patterns to horse working group in April to be approved for Fair use.
2. Judge will be given a copy of all patterns and description of classes, rules as defined in county rule book, penalties, faults, and scoring upon arrival on show day.
3. All pattern classes will have the following items clearly defined in the county rulebook:
   A. Class description
   B. Judging criteria
   C. Scoring
   D. Class routine
   E. Pattern maneuvers for each class
   F. Unacceptable obstacles
4. Patterns will be posted 1 hour prior to the start of classes for exhibitors to review.
5. Judges must walk the trail course and has the right and duty to alter the course in any manner prior to the
1. All patterns will be composed of maneuvers to fit membership classifications and average ability of exhibitors that is still challenging.
2. All showmanship, equitation, and horsemanship patterns will be able to be completed in 2 minutes or less.

Chapter 16 - SHOWMANSHIP

Showmanship is required to complete your project. Members with more than 1 horse will choose which horse will participate in showmanship. **Exception:** Members with both a big horse and mini horse must participate in each project's showmanship.

**Class Description:**
The purpose of showmanship is to teach courtesy, good grooming, poise, confidence, and how to fit, train, and handle your horse. Showmanship is a demonstration of the member's ability to show the animal, in hand, to its best advantage. Conformation of the animal is not considered.
- Attire may be Western or English.
- Driving attire is also allowed except for skirts or dresses.
- The type of headgear for the exhibitor in showmanship is optional. ASTM/SEI helmets, although not required for showmanship, are encouraged. Either an appropriate hat or helmet must be worn.

**Class divisions**
- Junior, Intermediate, Senior

**Equipment**

**Western:**
**Halter**
- You may show your horses with a safe, properly fitted halter complete with a throatlatch.
- The halter and lead should be leather, rope, or webbing.
- The lead should be 6–10 feet (about 2–3 meters) long. Be sure the lead is long enough to allow picking up a hind foot.

**Chain**
- For safety or control, using a chain under the chin or over the nose is permitted but not required.
- If used, the chain must be attached and used properly.
- A chain approximately 15–24 inches is long enough.
- The chain may be run through the ring on the side of the halter or through the ring on the bottom, then over the nose or under the chin to the other side.
- With a very long chain, you may run the excess up the off cheek.
- If your chain is too long, it may be doubled back through the bottom ring and snapped back to itself.
- In all cases, the snap should face out.
- When leading your horse, do not put your hand on the chain.

**Not allowed**
- Whips and/or bats

**English**
**Halter or Bridle**
• You may show your horses with a safe, properly fitted halter or show bridle, each complete with a throat latch.
• You may use a bridle when it is appropriate to breed, attire or both.
• If you show with a double bridle, you may use either the snaffle or curb reins for leading. The other set of reins is put over the neck near the withers.
• The halter and lead should be leather, rope, or webbing.
• The lead should be 6–10 feet (about 2–3 meters) long. Be sure the lead is long enough to allow picking up a hind foot.

**Chain**
• For safety or control, using a chain under the chin or over the nose is permitted but not required.
• If used, the chain must be attached and used properly.
• A chain approximately 15–24 inches is long enough.
• The chain may be run through the ring on the side of the halter or through the ring on the bottom, then over the nose or under the chin to the other side.

**Showmanship**
• With a very long chain, you may run the excess up the off cheek.
• If your chain is too long, it may be doubled back through the bottom ring and snapped back to itself.
• In all cases, the snap should face out.
• When leading your horse, do not put your hand on the chain.

**Not allowed**
• Whips and/or bats

**Class Routine:**
Enter the arena as directed by the judge, ring steward, or announcer. Keep at least one horse length behind the horse in front of you. If necessary, pass on the inside and return to the rail. The exhibitor should beware of the judge's position at all times.

The member should walk ear-to-ear with the horse, about an arm's length from the near side. Hold the lead 8–18 inches from the halter in the right hand with the end folded in a figure-8 or flat in the left hand. Do not coil the lead or fasten it with a rubber band in a figure-8.

If instructed to line up, do so side-by-side leaving 6–8 feet between horses if possible. This allows the judge to pass safely between horses and have a good view of your horse. Quickly stand the horse square, balanced or stretched, consistent with the breed and your attire. While in line, do not let your horse circle you. Always turn the horse away from you for turns 90 degrees or more (quarter turn).

If asked to move to another position in line, back out quietly and promptly lead to the new place. Speak to the animal to prevent it from becoming startled when another horse is moved nearby.

Pose (set up) your horse with all four feet square or according to breed type
• Quarter type-feet squarely under horse.
• Saddle Seat types (Paso Fino, Tennessee Walker etc) -hind feet stretched.
• Hunter types (Thoroughbred, Standardbred, Arabian)-front feet square and under hind feet may be slightly off set (one foot more forward)
• Draft types-Any horse that is cross bred from a draft that exhibits the physical characteristics of a draft breed will be considered a draft type)-feet squarely under horse, one hind foot may be cocked or resting
• When posing your horse, stand toward the front facing the horse, always in a position where you can see the judge and the judge can see you. Refer to Quartering System Below.
The horse’s head should be up, and its weight should be on all four feet.
Do not let the horse “go to sleep,” but do not do anything that will attract attention.
A gelding may “let down” when standing relaxed; correct by moving him forward or back.
You should not use your feet to touch the horse’s hooves to get it to set up, nor should you change hands on the lead to set up. If the horse moves out of position, quickly reset it. Quiet voice commands may be used.
Recognize and quickly correct faults of the horse.
When the judge is observing other animals, let your horse stand if posed reasonably well.
The member will keep showing from the time they enter the class until the entire class has been placed and has been excused from the ring unless otherwise instructed by the judge. If the exhibitors are instructed to stand at ease by the judge, it will be announced.
Be natural. Over-showing, undue fussing, and maneuvering are objectionable.

When the horse is set up, the exhibitor should face the horse diagonally at a 45-degree angle off the horse’s shoulder in front and to the side of the head, moving from side to side as necessary. Be in a position to see your horse and keep eye contact with the judge without blocking the judge’s view or standing directly in front of your horse.

**Showmanship**
When the judge inspects your horse, respond to his or her movements with the quartering system.
- Mentally divide the horse into four quarters.
- When the judge is in the right front quarter, you are on the left front quarter of the horse, keeping an eye on the judge.
- When the judge is in the back right quarter, you are in the front right quarter watching the horse.
- The objective is for you to be in the quarter next to the judge’s position.
- Change sides when the judge is at the heartgirth and when the judge crosses the tail and nose.
- You should step around the horse’s head quickly and quietly when changing quarters, using three or four steps and keeping eye contact with the judge.
- Do not change hands on the lead when you change sides, and never stand in front of your horse in the “danger zone.”

**Quartering System**
Imaginary lines divide the horse into four equal parts as seen in the figure below.
One line runs across the horse behind the withers. The other imaginary line runs from head to tail. (Note: The horse has been sectioned into four parts numbered 1, 2, 3, and 4 for ease of identification)

Handler remains in quarter #1 or #2 at the horse’s head. Handler should always be in the quarter that is adjacent to the judge’s position. This enables the judge and handler to see each other, at all times.
Listen carefully to instructions. When asked for your individual performance, follow the judge's instructions.

- Be ready to move promptly when signaled.
- Lines should be straight, and you should remain 5–7 feet away from the judge.
- Haunch turns and forehand turns should have forward motion.

**Mini Showmanship**

**Minis** - The half system will be used in exhibiting your horse in showmanship.

Exhibitor must be on the opposite half of the horse from the Judge. When Judge is in position 1 then exhibitor should be in position 1, when Judge is in position 2 then exhibitor should be in position 2, etc.

Western Hat or helmet must be worn in showmanship. Optional for other classes.

**Mini Showmanship Patterns**

- Three Showmanship Patterns for each age division are located in the back of this rulebook.
- One pattern from each age group will be selected for use at the show at fair.

**Judging Criteria: Judging Requirements**

Horses should be well-groomed, clean, and clipped according to breed. The horse should also be well-trained to the required routine and well-mannered so that it stands quietly, but alertly, while in the class.

The exhibitor will be asked to demonstrate their ability to lead, turn, set up, and move their animals as the judge requests. Additional tests, as listed, may be asked.

**Showmanship**

The following principles always apply:

- Individual tests must be performed with official(s) involved in the same relative position to each exhibitor.
- The exhibitor shall not stand directly in front of the horse.
- The quartering system is required.
- Horses may be shown, trimmed, and groomed according to breed type.
- The exhibitor shall not touch their horse except when executing a requested test that allows such touch (for example, sidepass and turn on the forehand) or to smooth the mane or forelock if the
judge’s inspection has disturbed the grooming. (Tails do not need to be smoothed.)

Tests
- Back horse. To back, face to the rear of the horse. Do not change hands on the lead to back. Back the horse the requested distance in a straight line. Four steps are considered one length, counting the movement of the front feet. If the pattern includes “closing the back,” return to your position at the start of the back and balance your horse.
- Sidepass. The exhibitor may touch the horse.
- Turn on haunches (need forward motion).
- Turn on the forehand (need forward motion). The exhibitor may touch the horse.
- Lead at the walk or trot from either side.
- Pick up the feet.
- Stop and set up, square and balanced, or according to breed standard. Do not change hands to set up.
- Answer questions from project materials.
- Perform a circle at a walk or trot.

Scoring
- 100 points total
- Member - Neat and clean, properly dressed, prompt and alert, confident (poised), courteous .................. 25%

Animal & Equipment - Animal clean and brushed, in good condition, feet cared for. Halter and lead fitted, equipment clean and safe........................................................................................................................................ 25%

Showing the Animal - Following directions, leading, turning, standing, backing, stopping, showing to advantage, controlling on lead and in line, attention in line................................................................................................................................. 50%

Overall Showmanship
All Grand and Reserve Showmanship winners from each class division from big horse will be competing together, and all Grand and Reserve Showmanship winners from each class division from mini horse will be competing together.

The class will consist of a pattern and rail work and will escalate in difficulty to distinguish the overall showmanship winner. The class will be judged on the Quartering System as above.

Maneuvers may include but are not limited to walk, trot, stop, back, pivot of various degrees, forehand pivot, haunch pivot, quartering system, inward turn and knowledge, etc.

Mini will follow the half system.

Overall Grand and Reserve Showman from big horse and mini horse will be able to advance to the Round Robin Showmanship

CHAPTER 17 - MARE & FOAL

Members must complete all Elmore County 4-H Horse requirements in addition to the Mare & Foal skills checklist.

To minimize stress in this class there will be no announcing until the class is complete. This class will be held 1st
before showmanship before any other riding classes begin to keep all other horses away from mare and foal projects. At least 2-3 horse lengths must be kept between each pair at all times. If an exhibitor is using their foal for other classes (in hand trail) they must be allowed to show lst and return to the barn before other exhibitors line up.

**Mare & Foal Class Description**

This is a breeding project class. What the exhibitor produces is what they are showing. The emphasis of the class will be on the handle ability of the foal. Quality of mare and foal along with the exhibitor's knowledge of their projecting counts towards the final score. The mare and foal must be present in the ring at the time of judging. The exhibitor must select another Elmore County 4-H member to lead the mare in the class.

**Judging Criteria:**

The exhibitor will be asked to lead their foal through a series of obstacles to include but not limited to: walk through poles, cones, walk in a straight or curved line, back 3 steps, and trot in a straight or curved line, stand quiet for judge’s inspection, demonstrate proper technique for safely picking up a front foot. The mare will be required to stand to the side while the foal is negotiating obstacles. Exhibitor must maintain proper position while leading the foal at all requested gaits. Judge may ask the exhibitor any question about their project, such as foal date, bloodlines, intended use, current events that effect horse breeders, what the exhibitor likes and dislikes about their foal. Mares overall appearance will be judged as a part of the quality of mare score. Mares should be healthy, clean, and easy to handle.

**Scoring:**

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle ability of foal</td>
<td>40%</td>
</tr>
<tr>
<td>Quality of foal</td>
<td>20% (judged on the breed standards)</td>
</tr>
<tr>
<td>Quality of mare</td>
<td>20% (judged on the breed standards)</td>
</tr>
<tr>
<td>Members knowledge of foal</td>
<td>20%</td>
</tr>
</tbody>
</table>

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**CHAPTER 18-MINI LONGE LINE**

**Need:**
- 25 Ft. Longe Line
- Whip (optional)
- Halter

**Conformation class:** 30% of your score

Structural correctness that will contribute to the quality of movement. Walk your horse toward the judge, stop, and stand them up squarely.

**Demonstration/Movement class:** 70% of your score

Show off the quality of your horse’s movement, responsiveness, respectfulness, and good manners. You have 90 seconds, 45 second for each direction, to show off your horse in a walk, trot, and lope in both directions. During this class you may use a whip, only used as an extension of your arm never to touch or use in any form of aggression towards your horse.

**Class Divisions:** Junior, Intermediate, Senior

**Scoring:**
- 30% Confirmation
- 70% Demonstration/Movement
- 100% Total Score

**Penalties:**
5 point penalty if touched or use of whip is in an aggressive manner  
3 point penalty for any other faults  
*Take off the above amount for each fault that occurs.

## CHAPTER 19- MINI HORSE LIBERTY

Liberty is demonstrating the natural beauty of the miniature horse. Horses are to be judged on style, grace, animation, gaits, presence, and ease of catching. The liberty horse is expected to perform at both a canter and a trot.

- Horses will be judged and timing will begin when the halter is removed by the exhibitor and until caught by the exhibitor. Exhibitor has 1.5 minutes for performance and then 2 minutes for the catch.

**Mini Horse Liberty**

- Only the exhibitor and one assistant will be allowed in the arena with horse. Whips and shaker bottles are allowed, but touching the horse with aids or hands will result in a white ribbon. Only the exhibitor can touch the horse during the catch. The horse must be caught and haltered by the exhibitor only.
- Music is required. Suitability of horse's movement to the chosen music must be evaluated.
- All horses must be at least one year old.
- Horses should work both directions of the arena, use the entire arena and demonstrate an ANIMATED gallop and elevated trot. The duration of either gait is not critical as long as both gaits are well demonstrated.
- No assistance from outside the arena will be permitted. Announcement is to be made prior to the class to specify that no outside assistance is allowed.
- Baiting of horses to encourage an animal to perform is not allowed.

**Class Divisions**: Junior, Intermediate, Senior

**Scoring**:

- Style & Grace: 30 points
- Animation & Presence: 30 points
- Gaits: 20 points
- Music & Suitability: 10 points
- Catch: 10 points
- Total Possible: 100 points

**White Ribbon**:  
- Touching horse with aids or hands  
- Horse falls during performance  
- Horse leaves the ring during competition or catch time.  
- Baiting of horses

## CHAPTER 20-MINI IN HAND JUMPING OVER FENCES

There will be a minimum of six jumps and a maximum of 8 jumps. Course diagrams must show with arrows the direction each obstacle must be taken and markers or a line must indicate the start and finish of the course.

1. The minimum age for a horse to enter jumper is 3 years old.
2. The exhibitor MAY NOT go over the jumps with the horse.
3. Whips are not permitted in the show ring.
4. Front leg wraps and/or boots are optional.
5. Baiting of horses to encourage them to perform any of the jumps is not allowed
Class Divisions: Junior, Intermediate, Senior

Faults:
- Knockdowns: 4 faults
- Refusals: 3 faults each
- Circling: 3 faults

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

The following will result in 0 score with a White Ribbon:
1. Fall of horse and/or exhibitor
2. Three cumulative refusals
3. Off course
4. Baiting of horse

All ties will have a jump-off held over the original course. The heights of the jumps shall be increased not less than one inch and not more than six inches in height. The jump-off will be timed by a stopwatch and the horse that has the fastest time and the fewest faults in the jump off round will be declared the winner. An elimination in a jump-off does not eliminate the horse from final placing.

Jumps: All jumps used in performance classes must be collapsible. There will be a minimum of four fences and a maximum of six fences.
- The fences can range in height from twelve to twenty-four inches.
- All jumps must be at least five feet in width, no wider than six feet, with a minimum of 18 feet between jumps with the exceptions of an in and out.
- All post and rail jumps must have a ground pole.
- Jump standards may not be higher than 48”.
- In and out Jump is scored as 2 jumps. Refusal of one element of an in and out requires the retaking of both elements. The distance between the two jumps in an In and Out should be 10-12 feet. In and Out should never be the first jump in the course.

CHAPTER 21-IN-HAND TRAIL

Class Description
This class is an in-hand test of horse control and of the handler's ability to guide the horse safely through a series of obstacles.
- Any age horse/breed as long as not ridden at fair or on the fairgrounds and cannot be shown in any other riding class.

Attire
Exhibitor may show in either western or English attire. Spurs may not be worn. Chaps are not allowed.

Tack & Equipment
A halter with throatlatch and a lead line, suitable for the horse, are required. Bridles are not allowed. A correctly attached chain may be used but it must be used properly (see showmanship equipment). Whips/crops are not allowed. Boots and/or bandages on the horse are allowed.

Class Routine: A course is considered set once a horse has started the course. There must be no changes made of obstacles or courses, after that time. Course must be the same for all exhibitors once class has started unless exclusion is given for a particular class.
Class Divisions: Junior, Intermediate, Senior

Course
The course will be designed so that exhibitors can move quickly and smoothly between obstacles.
- The course should contain 6–10 obstacles and should be designed to be completed in less than 5 minutes.
- Care should be taken so that there is not an advantage to either a large or a small horse. The course should be designed to be suitable for all breeds and sizes.

Obstacles
See page 57 for obstacles
Obstacles can be generally the same as for a standard trail class, except lope/canter obstacles are not allowed.

When deciding if the handler should go over obstacles with the horse or work inside poles/boxes, etc., safety should be the primary consideration. This could depend on the size of the horse and the size of the obstacle. The handler must stay out of the danger zone. If there is a definite preference for how an obstacle should be completed, this should be clearly stated in the pattern.

In Hand Trail Basis of Judging
The judge will consider the difficulty of the obstacle as part of the score. Emphasis is placed on safety, the horse's manners and response to the handler, and the quality of the movement. The exhibitor should be poised, confident, and courteous and should display safe and quiet techniques in handling the horse. Handlers may be asked to move on at the judge's discretion or after three refusals.

Disqualifications
- Horse gets loose
- Extreme disobedience

CHAPTER 22 MINI HORSE IN HAND POLES, IN HAND BARRELS

Mini In Hand Poles
Six poles set in a straight line, each spaced 9 feet apart with the start-finish line 9 feet in front of first pole. The exhibitor crosses the start line, travels to pole number 6, bends back through the poles, turns, bends through the poles to number y, turns and travels across the finish line.

There is a 5 second penalty for knocking over each pole

Class Divisions: Junior, Intermediate, Senior

In Hand Barrels
Barrels are fun and competitive sports that stimulate excitement and a higher activity level amongst 4-H youth. Even though they are timed events, emphasis is on safety. Barrel spacing will be 15 feet across and 20 feet down to point.
- The contestant is allowed a running start from inside the arena and must come to a complete stop before exiting the arena.
• Timing will begin as soon as the horse’s nose reaches the starting line and will be stopped when the horse’s nose passes over the finish line.
• Knocking over a barrel carries a five (5) second penalty per barrel.

Ribbon Placement for barrels and pole bending

- Junior and Intermediate:
  - Blue: Less than 27 seconds
  - Red: 27 – 36 seconds
  - White: Over 36 seconds
- Senior:
  - Blue: Less than 24 seconds
  - Red: 24 – 34 seconds
  - White: Over 35 seconds

### CHAPTER 23-MINI HORSE IN HAND SIMON SEZ

#### Judging Criteria
The emphasis of this class is on the exhibitor’s ability to pay attention and do the maneuvers that are called with mini in hand.

#### Class Divisions: Junior, Intermediate, senior

#### Maneuvers

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turn right</td>
<td>Turn Left</td>
</tr>
<tr>
<td>Backup</td>
<td>Kiss the horse’s nose</td>
</tr>
<tr>
<td>Walk</td>
<td>Trott</td>
</tr>
<tr>
<td>Around cone go left</td>
<td>Around cone go right</td>
</tr>
<tr>
<td>Walk in circle left</td>
<td>Walk in circle right</td>
</tr>
<tr>
<td>Pick up horses front right foot</td>
<td>Touch your nose</td>
</tr>
<tr>
<td>Hug your horse</td>
<td>Enter arena to the right Circle</td>
</tr>
<tr>
<td>Enter arena to the left</td>
<td>Circle</td>
</tr>
<tr>
<td>Stomp your feet</td>
<td>Clap your hands</td>
</tr>
<tr>
<td>Touch your nose to horse nose</td>
<td>Touch horses nose</td>
</tr>
</tbody>
</table>

### CHAPTER 24-MINI HORSE KEYHOLE-INHAND

#### Inhand Keyhole
1. Keyhole will be marked with lime at a diameter of 18 feet with a 28 entrance. Competitors must turn their horse away from them.
2. Handler and mini at starting signal, crosses the start line, races into the keyhole, turns horse and returns across the start line.
3. Judge must be at the keyhole to decide upon disqualification-their decision shall be final.
4. Stepping on or over any lines of the keyhole will result in 1 point deduction.

#### Class Divisions: Junior, Intermediate, Senior
CHAPTER 25-ENGLISH DISCIPLINED RAIL

Class Description:
This class is to show the ability of a highly trained equine. At all times, the safety of the horses and exhibitors are to be the first concern.

Class Divisions:
Junior, Intermediate, Senior Exception: No green horse or walk/trot

Class Routine:
The class routine shall be to perform work on the rail, and may include, but is not limited to:
A short walk, jog, or slow lope
A hand gallop (no more than eight horses at a time, twice around the ring).
Starting into a lope from a halt.
Starting and traveling on the incorrect lead.
Judge may ask for a reverse at the job but not
Judge may ask for a reverse at the jog but not at the lope. Judge may ask for additional safe work.

Judging Criteria
Judge shall work the entries adequately but must not overwork them. This is not a game or a fault and out class, and shall not be judged on an elimination basis. Final judging shall be on the basis of the best overall disciplined rail performance including responsiveness, manners, and quality of movements. At all times, the safety of the horses and exhibitors are to be the first concern.

Scoring
To be judged on performance, smoothness, obedience, and consistency

CHAPTER 26 - ENGLISH EQUITATION

The horse should do what the rider asks with the least possible effort on the part of the rider and least amount of resistance from the horse.

Gaited horses that pace, slow gait, fox trot, singlefoot, rack, or perform a running walk may be worked with the class adjusting their speed to conform to the other horses. When riders are asked to post the trot on the rail or in a pattern, the intermediate gait is acceptable if that is the breed standard. However, if all other aspects of the performance are equal, a rider posting correctly will be given preference.

Class divisions: Walk-Trot, Junior, Intermediate, Senior, Green Horse Walk Trot, Green Horse Lope

Class Routine: Exhibitors will enter the ring to the right in a counterclockwise direction at the walk and complete one circuit of the arena. The exhibitors will line up to complete individual pattern. Upon completion of exhibitor's pattern they will find a place on the rail and wait for all exhibitors to complete the pattern.

Judging Criteria:
The member will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining the performance.
The member, horse, and equipment may be inspected at any time during the contest. Members using unsafe equipment may be asked to leave the ring. A rider is penalized if they lose a stirrup.

**English Equitation** changes hands on the reins, touches any part of the saddle with their free hand or falls from the horse. Rail work can be used to break ties and possibly adjust placing.

**Scoring**

100 points total

*Member and appointments*

Clothing, equipment, courtesy, poise.............................................................. 15%

*Seat and hands*

Seat, posture, head, legs, hands, balance, distribution of weight, aids ........ 35%

*Performance*

Standing, starting, walking, jogging or posting trot, figure-8 or equivalent at lope or canter from walk, stopping, turning, backing, general control................................. 50%

**Tests**

- Regular or extended walk.
- Regular or extended jog, trot, or intermediate gait.
- Lope or canter (on the correct lead or a counter canter).
- Hand gallop for hunt seat, extended canter for saddle seat
- Perform figure-8s, serpentine, circles, straight lines, or other specific pattern at any of the above gaits.
- Simple, interrupted, or flying lead changes.
- Ride without irons and drop and pick up irons.
- Haunch or forehand turn (need forward motion).
- Sidepass or two-track.
- Transition from any gait to halt followed by “on the buckle” or loose rein.
- Change of diagonals.
- Pick up the reins (saddle seat only and only in line).
- Back up.
- Stand for inspection.
- Mount and dismount (juniors may NOT be asked to mount).
- Balanced stops.
- Answer questions from project materials.

**Pattern maneuvers:**

*Walk/Trot, Gr Hs. Walk/Trot* ---- Walk, posting trot in a straight line, curved line, serpentine, circle, or figure 8. Back or halt.

*Junior, Green Horse Lope* ----- Walk, posting trot, or canter in a straight line, curved line, serpentine, circle, figure 8. Back or halt.

*Intermediate:* Walk, posting trot, or canter in a straight line, curved line, serpentine, circle, figure 8, Back or halt, Sitting trot, extended/working trot, turn on haunches or forehand, flying or simple lead changes, side-pass, drop or pick irons (Can leave irons down or cross over the withers)

*Senior:* Walk, posting trot, or canter in a straight line, curved line, serpentine, circle, figure 8, Back or halt, Sitting trot, extended/working trot, turn on haunches or forehand, flying or simple lead changes, side-pass, drop or pick irons (Can leave irons down or cross over the withers). Hand gallop, counter canter, change diagonal

**Unacceptable Obstacles:** Reverses at the canter or hand gallop, dismount.
Exhibitors may be asked to perform any test listed in equitation. English riders must post the trot on the correct diagonal. No mount or dismount is allowed.

**Class divisions**  Walk-Trot, Junior, Intermediate, Senior

1. In Bareback Equitation the rider is using either Hunt Seat, Saddle Seat without a saddle
2. The tack and attire is the same as for each equitation class (i.e., Hunt Seat would be the same as for regular Hunt Seat Equitation) except no saddle is used.

**CHAPTER 28 - ENGLISH PLEASURE/ HUNTER UNDER SADDLE**

**Class Description:** The emphasis of this class is on the horse, its way of going and ability to walk, trot, canter (except walk trot class) while on the rail and keeping a pleasurable demeanor.

**Class divisions:**
Walk Trot, Junior, Intermediate, Senior, Green Horse Walk Trot, Green Horse Lope

**Class Routine:**
- The class is to enter the ring at a posting trot, in a counterclockwise direction.
- All exhibitors will go around the ring at each of the three gaits: walk, trot, and canter in both directions of the ring. (No canter for walk-trot)
- Horses are reversed to the inside (away from the rail). They may be required to reverse at the walk or trot.
- The judge may ask for an extended or working trot.
- The judge must ask that horses be backed.

The English classes will be combined in class divisions of the riders as directed by need. If more than twelve riders enter in a combined group, the class divisions will be divided.

**Judging Criteria:**
Horses are to be judged on performance, ability to give a good pleasurable ride, and manners.

**Scoring:**
- Horse's way of going/transitions-50%,  
- Rider's use of aides-40%,  
- Tack & Appointments -10%

**CHAPTER 29 - HUNTER HACK**

A horse should be at least five years old before going over jumps.

ALL jumping classes exhibitors must provide a 4-H Jump Check list and demonstrate they are in active training Jumping evaluations are to be evaluated by an outside committee determined by the horse working group. This is for the safety of the horses and riders.

Appropriate tack and attire is required for horse and rider. Leg protection for the horse is not allowed in this class.

**Class Description:**
This is a jumping class that is the 1st step from working an English horse on the flat to over fences. The emphasis is on the horse's form over fences, responsiveness, and way of going, precision changing leads, and obedience when halting and backing.

This is a class with all divisions competing together with 2 divisions **Exception:** No green horse or walk trot. All first year jumpers will compete first with second year and up jumpers to follow.

1st year jumper
Jumps height will not exceed 18 inches.
2nd years and over jumpers
Jumps will be set between 24 inches to 36 inches.
Jumps will be set 24ft to 60ft apart allowing for a 2 to 4 12-foot strides.

Class Routine:
There will be a supervised warm up jumping area outside of the arena. There will be a 5 minute warm up inside the arena after the course is set and before the poles are raised for all exhibitors to trot over poles on the ground. After the poles are raised, exhibitors will be allowed 1 pre jump prior to the start of the class. Only one Exhibitor in the ring at a time. All exhibitors will have their helmets checked for proper fit before taking any jumps by the ring steward

Judging Criteria:
Exhibitors will be judged on their equitation skills. Horses are judged on the above items. Faults include, refusals, stopping, extra circle, ticking of the rail, knocking the rail down. The severity of the faults is at the discretion of the judge.

Scoring: Individual Work: Rider 35% Horse 20%: Rail Work: Rider 35% Horse 10%
Hunter Hack
1. Trot to first marker.
2. At marker, pick up left lead canter.
3. Cross the first jump. (Do a flying lead change as your horse jumps this fence or the next, if you desire.)
4. Canter four strides, then cross the second jump.
5. Do a flying lead change, if you haven’t done so already, and canter on the right lead to the second marker.
6. Stop at marker, settle for 5 to 10 seconds, then exit.

CHAPTER 30 - OVER FENCES EQUITATION

A horse should be at least five years old before going over jumps. All jumping classes exhibitors must provide a 4-H Jump Check list and demonstrate they are in active training.
- Jumping evaluations are to be evaluated by an outside committee determined by the horse working group. This is for the safety of the horses and riders as safety is paramount.

Class Description
Exhibitors may be asked to perform any test listed under equitation. Any horse that is suitable for hunter classes and capable of performing the required class routine over fences is acceptable. Of course, a horse that jumps well, smoothly, and is easily controlled, makes the rider look good.
- The rider should have a workmanlike appearance, with seat and hands light and supple, conveying the impression of complete control should any emergency arise.
- Hands should rest lightly on the crest of the neck during a jump (distance up the neck depends on the rider’s ability). Otherwise they should be slightly apart, over and in front of horse’s withers, making a straight line from the horse's mouth to the rider's elbow. Knuckles should be 30 degrees inside the vertical.
- Eyes should be up and shoulders back.
- Toes should be up and at an angle best suited to the rider’s conformation. Ankles should be flexed, heels down, and the calf of the leg in contact with the horse and slightly behind the girth. The iron should be on the ball of the foot.
- The course will consist of 6-12 jumps performed at a canter with at least one change of direction. Courses should have at least four different types of jumps and one combination jump (24 or 36 feet apart);
- Any test listed under equitation may be asked. Any or all exhibitors may be called back to perform at a walk, trot, or canter, or to execute any appropriate tests as determined by the judge in order to place the class.

Class Division with all divisions competing together with 2 divisions exception: No green horse or walk/trot. All first year jumpers will compete first with second year and up jumpers to follow.
1st year jumper
• Jump heights will not exceed 18 inches

2 years and over jumper
  • Jump heights will be set between 24 inches to 36 inches.

Jump height is not exceed 3 feet and the spread is not to exceed the **height**.

**Class Routine:**
The course will consist of 6-12 jumps, performed at a canter, with at least one change of direction. Under the direction of the judge, a safety inspection should be done before riders take any warmups or jumps. The inspection will include, but is not limited to,
  • making sure the stirrup bars are open,
  • the stitching on saddle stress points is in good repair,
  • the girth is snug, and
  • the bridle is properly fitted and in good repair.

There will be a 5 minute warm up inside the arena after the course is set and before the poles are raised for all exhibitors to trot over poles on the ground. **After the poles are raised, exhibitors will be allowed 1 pre jump prior to the start of the class.** Jump courses will not be used as practice courses at any time.

  • Exhibitor may circle once before the first jump of the course.

**OVERFENCES EQUITATION**
  • Any or all exhibitors may be called back to perform at a walk, trot, or canter, or to execute any appropriate tests as determined by the judge in order to place the class.

**Types of Fences**

**Required**
  • Spreads should not exceed the height of the fence.
  • Wings at least 12 inches higher than the jumps and 30 inches wide are compulsory when jumps are less than 12 feet wide.
  • The distance between standards should be a minimum of 9 feet.
  • Ground pole or lines are required.
  • Courses should have at least four different types of jumps and one combination jump (24 or 36 feet apart).

**Optional**
  • Basic types of fences are allowed; for example, post and rail, wall, gate, brush, coop, planks, and picket fences

**Not Allowed**
  • **in and outs are not to be used at the start of the course.**
  • **Use of striped rails is discouraged.**
  • **Triple bars, hogs backs, targets, square oxers, hinged chicken coops, and any bizarre or dangerous jumps**

**Judging Criteria**
  • Performance will be judged on effective use of aids on the entire course. Emphasis will be on light hands, balance, correct posture, and seat on the flat and over fences. Excessive speed will be penalized.
  • A refusal will be called when a horse avoids a jump or stops forward motion. If the refusal is a combination jump, the rider must retake all elements of the combinations.
• Faults such as knock-downs and touches will not be considered unless they are the fault of the rider.

Scoring: Errors:

Loss of Reins \(\frac{1}{2}\) fault
Loss of stirrup \(\frac{1}{2}\) fault
Trotting while on course \(\frac{1}{2}\) fault
Touch of obstacle by horse’s body behind stifles \(\frac{1}{2}\) fault
Touch of obstacle by Horse’s body in front of stifles 1 fault
Touch of standard, wing, or markers by horse or rider 1 fault
Knockdown of obstacle, standard, or markers 4 faults
First disobedience or refusal, including circling 3 faults
Second cumulative disobedience or runout 6 faults

Excessive Speed
Lack of Control

The following will result in 0 score with a white ribbon

1. Fall of horse or rider
2. Riding off course.
3. Three cumulative refusals
4. Deliberately addressing or showing an obstacle to your horse

Over Fences Course 1
All Jumps Post & Rail

Over Fences Course 2
All Jumps Post & Rail

Over Poles Class:

Poles will be on the ground. This class can be completed at a trot, extended trot, or canter. Exhibitors will complete course as jump class, rise to 2 point position and all faults will be scored as for regular over fences. Exhibitors will only be allowed to compete in regular over the fences or pole class, they will not be allowed to compete in both.

1st year jumpers or green horse lope. No Walk Trot
Scoring: Rider-50%, Horse-40%, Appointments-10%
Three cumulative refusals will be a 0 score with a white ribbon.

CHAPTER 31 - TRAIL (Western or English Attire)

Class Description
The trail class is an under-saddle mounted test of horse control and the rider's ability to guide the horse through a series of obstacles. The course must be safe for horse and rider. The obstacles may be progressively harder for each age group.
- Courses will contain 6–10 obstacles which may be used individually or in combination. See Page 57
- The course should not be spread out over a very large area;
- Obstacle spacing must allow the horse to move easily between obstacles with no wasted time.
- The course should be designed to be completed in less than 5 minutes.
- The rider may show English or western. See clothing and equipment specifications for proper tack and attire.

Trail
- Courses must be posted showing the order and direction of the obstacles.
- Each disturbed obstacle must be measured and reset for the next rider.
- Obstacles may be used individually or in combination.
- See Table 1 for obstacles and suggested spacing.

Class Divisions will be as follows:
- Walk/Trot, Junior, Intermediate, Senior, Green Horse Walk/Trot, Green Horse Lope

Class Routine:
The pattern committee is responsible to set up a safe course that is mindful of each class ability and does not trap a horse or eliminate it by making an obstacle too difficult. Enough space must be provided between obstacles for the judge to evaluate the gait. (30 feet for a jog, 50 feet for a lope)
- Courses will contain 6–10 obstacles .
- No exhibitor will be allowed to ride the course prior to his or her turn in the class.
- However exhibitors will be given time to walk the course on foot without the horse.

Judging Criteria:
Judging is based on safety, performance, way of going, responsiveness, willingness, and general attitude with emphasis on manner.
- Riders will be asked to move on after 3 refusals or attempts at each obstacle.
- Judges should give credit for any positive action.
- The course may be scored by one judge or divided between two or more judges, with each scoring specific obstacles.

Scoring:
Each obstacle has a value of 10 and is scored according to how rider maneuvers through the entire obstacle.
- 3 consecutive refusals on each obstacle will be a score of zero for that obstacle however member will go on to finish the course.

The following will be considered faults and their severity at the discretion of the judge.
1. Doing an obstacle differently than described on the pattern
2. Missing or not attempting an obstacle
3. Failure to complete an obstacle
4. Failure to be in the prescribed gait or the correct lead
5. Not doing the obstacles in the prescribed order
6. Abuse or illegal equipment
7. More than one finger between the reins except when changing hands to work obstacle
8. Obviously cueing the horse on the neck to lower the head
9. Major disobedience
10. Refusals
11. Tick of the log, pole, cone, or obstacle
12. To or step on log, pole, cone, or obstacle
13. Breaking gait
14. Knocking down elevated obstacles
15. Letting go of the gate
16. Use of either hand to instill fear or praise
17. Failure to meet correct strides on jog over and lope over obstacles
18. Opening mouth excessively exception horses with health issues
19. Fall to the ground of horse or rider
20.

In-Hand Trail (Western or English Attire)

Class Description
This class is an in-hand test of horse control and of the handler’s ability to guide the horse safely through a series of obstacles.
- Any age horse/breed as long as not ridden at fair or on the fairgrounds and cannot be shown in any other riding class
- The horse must be unsaddled and shown in a safe, properly fitted halter.
- A Chain may be used. Guidelines for the use of a chain and for the halter and lead may be found in the Showmanship Section. (pages 28

Class Divisions: Junior, Intermediate, Senior

Class Routine:

Course:
The course will be designed so that exhibitors can move quickly and smoothly between obstacles. The course should contain 6 to 10 obstacles and should be designed to be completed in less than 5 minutes. Care should be taken so that there is no advantage to either a large or small horse. The course should be designed to be suitable for all breeds and sizes. A course is considered set once a horse has started the course. There must be no changes made of obstacles or courses, after that time. Course must be the same for all exhibitors once class has started unless exclusion is given for a particular class

Attire
Optional
- Either Western or English
Not Allowed
- Spurs
- Chaps.

Tack & Equipment
Required
- A halter with throatlatch and a lead line, suitable for the horse
Optional
- Correctly attached chain, only if used properly (See showmanship equipment)
Not Allowed
- Bridles
- Whips/crops
**Obstacles**

Obstacles can be generally the same as for a standard trail class, except lope/canter obstacles are not allowed.

**Basis of Judging**

Emphasis is placed on safety, the horse’s manners and response to the handler, and the quality of the movement.

- The exhibitor should be poised, confident, and courteous and should display safe and quiet techniques in handling the horse.
- Handlers will be asked to move on after three refusals.

**White ribbon**

- Horse gets loose
- Extreme disobedience

---

**Trail Obstacles**

<table>
<thead>
<tr>
<th>Obstacle</th>
<th>Mounted</th>
<th>In Hand</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk/Trot/Lope-Overs</td>
<td>Maximum height 10”</td>
<td>20-24” apart for walkover</td>
</tr>
<tr>
<td></td>
<td>20-24” apart for walkover</td>
<td>36” apart for trot overs</td>
</tr>
<tr>
<td></td>
<td>3-3.5” apart for the jog</td>
<td>10” maximum height</td>
</tr>
<tr>
<td></td>
<td>6-7” apart for the lope/canter</td>
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<tr>
<td></td>
<td>Spoke style should be set 24’ apart halfway</td>
<td></td>
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<tr>
<td></td>
<td>No freely rolling poles allowed</td>
<td></td>
</tr>
<tr>
<td>Back-throughs</td>
<td>Minimum of 28” wide on ground</td>
<td>On ground only</td>
</tr>
<tr>
<td></td>
<td>Minimum of 30” wide elevated</td>
<td>36” minimum width if handler is inside poles</td>
</tr>
<tr>
<td></td>
<td>Minimum of 32” wide for barrels or cones</td>
<td></td>
</tr>
<tr>
<td>Sidepass</td>
<td>Minimum of 24” between poles</td>
<td>Minimum of 30” between poles</td>
</tr>
<tr>
<td></td>
<td>Maximum height of 24”</td>
<td>On ground only</td>
</tr>
<tr>
<td>Serpentines</td>
<td>Cones minimum 6’ apart</td>
<td>Cones minimum 4’ apart for walk</td>
</tr>
<tr>
<td></td>
<td>Guardrails 3’ to either side</td>
<td>Cones minimum 7’ apart for trot</td>
</tr>
<tr>
<td></td>
<td>Cones minimum 3’ apart</td>
<td>Guardrails minimum of 4’ from cones</td>
</tr>
<tr>
<td></td>
<td>Guardrails 6-8’ to either side</td>
<td></td>
</tr>
<tr>
<td></td>
<td>If tall standards are used, dimensions can be</td>
<td></td>
</tr>
<tr>
<td></td>
<td>looser</td>
<td></td>
</tr>
<tr>
<td>Gate</td>
<td>Latch 54-60” high</td>
<td>Minimum 4’ wide</td>
</tr>
<tr>
<td></td>
<td>Minimum of 48” wide</td>
<td>Rope gate optional</td>
</tr>
<tr>
<td>Jump</td>
<td>Rope gate optional</td>
<td>Maximum height 16”</td>
</tr>
<tr>
<td></td>
<td>Maximum height 16”</td>
<td>Minimum width 12’</td>
</tr>
<tr>
<td></td>
<td><strong>Bridge or Plank</strong></td>
<td><strong>Ground Tie or Hobble</strong></td>
</tr>
<tr>
<td>----------------</td>
<td>---------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td><strong>Must lie flat on ground</strong></td>
<td>Minimum of 12” wide of plank</td>
<td>Inside a minimum of a 6’ circle</td>
</tr>
<tr>
<td><strong>Minimum of 36” wide for a bridge</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Must lie flat on ground</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Not to exceed 12” high</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Minimum 48” wide if handler to be on bridge</strong></td>
<td></td>
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</tbody>
</table>

Examples of variations of trail obstacles

CHAPTER 32-Western Disciplined Rail
Class Description:

This class is to show the ability of a highly trained equine. At all times, the safety of the horses and exhibitors are to be the first concern.

Class Divisions:
Junior, Intermediate, Senior Exception: No green horse or walk/trot

Class Routine:
The class routine shall be to perform work on the rail, and may include, but is not limited to:
1. A short walk, jog, or slow lope
2. A hand gallop (no more than eight horses at a time, twice around the ring).
3. Starting into a lope from a halt.
4. Starting and traveling on the incorrect lead.
5. Side pass both away from the rail (at least five steps) and then back to the rail.
6. Turn on forehand and turn on hind quarter (once each way).
7. Stop and stand quietly on a loose rein.
8. Judge may ask for a reverse at the job but not at the lope.

Judge may ask for additional safe work.

Judging Criteria
Judge shall work the entries adequately but must not overwork them. This is not a game or a fault and out class and shall not be judged on an elimination basis. Final judging shall be on the basis of the best overall disciplined rail performance including responsiveness, manners, and quality of movements. At all times, the safety of the horses and exhibitors are to be the first concern.

Scoring
To be judged on performance, smoothness, obedience, and consistency

CHAPTER 33 - WESTERN EQUITATION

Class Description
The horse should do what the rider asks with the least possible effort on the part of the rider and least amount of resistance from the horse.

Gaited horses that pace, slow gait, fox trot, singlefoot, rack, or perform a running walk may be worked with the class adjusting their speed to conform to the other horses.

Class divisions
Walk-Trot, Junior, Intermediate, Senior, Green Horse Walk Trot, Green Horse Lope

Class Routine:
Exhibitors will enter the ring to the right in a counterclockwise direction at the walk and complete one circuit of the arena. The exhibitors will line up to complete individual pattern. Upon completion of exhibitor's pattern, they will find a place on the rail and wait for all exhibitors to complete the pattern.

Tests
• Regular or extended walk.
• Regular or extended jog, trot, or intermediate gait. the rider may sit the trot or lean slightly forward, keeping contact with the thighs, with more weight in the stirrups and the seat coming slightly out of the saddle. In either case, the rider must demonstrate an extended gait.)
• Lope or canter (on the correct lead or a counter canter).
• Hand gallop for hunt seat, extended canter for saddle seat, or extended lope for western.
• Perform figure-8s, serpentines, circles, straight lines, or other specific pattern at any of the above gaits.
• Simple, interrupted, or flying lead changes.
• Ride without stirrups and drop and pick up stirrups.
• Haunch or forehand turn (need forward motion).
• Sidepass or two-track.
• Transition from any gait to halt followed by “on the buckle” or loose rein
• Back up.
• Stand for inspection.
• Rollbacks
• Mount and dismount (juniors may NOT be asked to mount).
• Balanced stops.
• Answer questions from project materials.

**Pattern maneuvers**
Walk/Trot, Gr Hr Walk/Trot---Walk, trot in a straight line, curved line, serpentine, circle, or figure 8, Back or halt.

Junior, Gr Horse Lope--- Walk, jog, and lope in a straight line, curved line, serpentine, circle, or figure 8, Any combination of stop, back, and simple turns.

Intermediate---Walk, jog, and lope in a straight line, curved line, serpentine, circle, or figure 8. Any combination of stop, back, and simple turns pivot including spins and rollback on the haunches. Side-pass, simple lead changes, ride without stirrups.

Senior-------- Walk, jog, and lope in a straight line, curved line, serpentine, circle, or figure 8. Any combination of stop, back, and simple turns counter canter, forehand turns, extended lope.

**Unacceptable Obstacles:** Reverse at the canter,

**Western Equitation Judging Criteria:**
The member will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining the performance.

The member, horse, and equipment may be inspected at any time during the contest. Members using unsafe equipment may be asked to leave the ring.

A rider is penalized if they lose a stirrup, changes hands on the reins, touches any part of the saddle with their free hand or falls from the horse.

**Scoring**
100 points total
- **Member and appointments**
  Clothing, equipment, courtesy, poise.............................................................. 15%
- **Seat and hands**
  Seat, posture, head, legs, hands, balance, distribution of weight, aids ........ 35%
- **Performance**
  Standing, starting, walking, jogging, figure-8 or equivalent at lope or canter from walk, stopping, turning, backing, general control... ............................................50%

---

**CHAPTER 34 - BAREBACK EQUITATION (English or Western)**

Exhibitors may be asked to perform any test listed in equitation. Western riders must sit the jog or intermediate gait. No mount or dismount is allowed.
1. In Bareback Equitation the rider is using Western Equitation without a saddle.
2. The tack and attire is the same as for equitation class except no saddle is used.
3. Chaps are not allowed in Western Bareback Equitation.

**Class divisions:**
- Walk-Trot, Junior, Intermediate, Senior

**CHAPTER 35 - WESTERN PLEASURE**

**Class Description**
The emphasis of this class is on the horse, its way of going and ability to walk, jog, and lope while on the rail and keeping a pleasurable demeanor.

**Class divisions are as follows:**
- Walk-Trot, Junior, Intermediate, Senior, Green Horse Walk Trot, Green Horse Lope

**Class Routine:**
- Exhibitors will enter the ring at the walk.
- Horses must work both directions in the ring at all three gaits to determine their ability with different leads. (*Except walk-trot class)
- Horses are to reverse to the inside (away from the rail). They may be required to reverse at the walk or trot, but not the lope.
- Horses will be required to back. Horses are to back readily and stand quietly
- Use of rope or riata is optional. If used, the rope or riata must be coiled and attached to the saddle.
- Entries will be penalized for excessive speed or being on wrong leads.

**Western Pleasure Judging Criteria:**
- Horses are to be judged on performance, apparent ability to give a good pleasurable ride and manners, according to the breed being shown.
- The rider should sit to trot and NOT post. At the lope he should be close to the saddle. All movement of the horse should be governed by the use of imperceptible aides. Exaggerated shifting of the rider's weight is not desirable.
- A rider is penalized if they lose a stirrup
- Horses are to be shown in any legal bit (see pages 24-25) according to the age of the horse. Chain chin straps are permissible, but must meet the approval of the judge, be at least one-half inch wide, and lie flat against the jaw of the horse.

**Scoring**
- Horses way of going/transitions-60%, Riders use of aides-30%, Tack & Appointments-10%

**CHAPTER 36- WESTERN RIDING**

**Class Description**
This class is neither a stunt or a race but should be completed with reasonable speed. This class is a competition of the performance of a sensible, well mannered, free and easy moving horse. Emphasis will be placed on the smoothness and even cadence of gaits and the horse's response to the rider.

**Class Divisions are as follows**
- Junior, Intermediate, Senior, Green Horse Lope

**Class Routine**
- Exhibitors will be at the gate waiting for their turn.

**Judging Criteria**
The horse will be judged on quality of gaits, lead changes at the lope, manners and disposition. Credit shall be given for the evenness of cadences of gaits (starting and finishing pattern with the same cadence). The horse’s ability to change leads precisely, easily, and simultaneously, both hind and front, at the center point between markers. The horse should have a relaxed head carriage showing response to the rider’s hands with moderate flexion at the poll. Horses may be ridden with light contact or on a loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride. The judge is responsible for the pattern being correctly set.

**Scoring**

An exhibitor will be penalized for each time one of the following occurs. The severity of the fault shall be at the discretion of the judge.

1. Failure to change leads
2. Kicking out
3. Blatant disobedience
4. Not performing a specific gait or stopping when called for in the pattern
5. Break of gait
6. Simple lead changes
7. Additional lead changes anywhere in the pattern
8. Hitting, rolling, or ticking the log
9. Off Course
10. Knocking over the markers.
11. Completely missing the log
12. Refusal
13. Opening of mouth excessively
14. Stumbling or falling
15. All western pleasure faults will be included
Western Riding Pattern #1
1. Walk at least 15 feet and jog over log.
2. Transition to left lead and 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, and back
WESTERN REINING

Class Description: To rein a horse is not only to guide but to also control his every movement. The best-reined horse should be willfully guided or controlled with little or no apparent resistance. The horse and rider that completes the pattern fluently and effortlessly with reasonable speed throughout the pattern will be given credit. Smoothness, finesse, attitude, and quickness of correct maneuvers will also be credited. See description of maneuvers starting on page 65.

Class divisions will be as follows:
Walk Trot Reining Control, Junior, Intermediate, Senior, Green Horse Lope
Working Ranch Green Horse, Amateur, Intermediate, Advanced

Reining Patterns
The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Markers are mandatory for all patterns. Markers will be placed on the wall or fence of both sides of the arena to the approval of the judges with the following as a guideline:
- At the center of the arena.
- End markers for rein work shall be placed at least 20-30 feet from end of the arena.
- Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after he/she passes the specified marker.

Judging Criteria for Reining
1. Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance.
2. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
Each reining pattern is divided into sets of maneuvers. It is the judge’s responsibility to evaluate these maneuver groups individually and rate each maneuver group on the following scale:

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1.5</td>
<td>Needs Extreme Improvement</td>
</tr>
<tr>
<td>-1</td>
<td>Needs Extreme Improvement</td>
</tr>
<tr>
<td>-0.5</td>
<td>Needs Improvement</td>
</tr>
<tr>
<td>0</td>
<td>Correct</td>
</tr>
<tr>
<td>+0.5</td>
<td>Good</td>
</tr>
<tr>
<td>+1</td>
<td>Very Good</td>
</tr>
<tr>
<td>+1.5</td>
<td>Excellent</td>
</tr>
</tbody>
</table>

Penalty Point
1/2 point penalties:
- Out of lead
- Out of lead each ¼ circle
- Slipping a rein in the bridle
- Scotching or anticipating a stop
- Over or Under spinning by ¼ turn

1 point penalties
5 point Penalties
- Jogging in excess of one-half circle or one-half the length of the arena
- Horse Balking
- Failure to complete the pattern as given
- Using two hands on the reins with a shanked bit

Reining.
-0- Score:
Spurring or hitting in front of cinch at anytime.
Bloody mouth. (inside)
Out of control (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow.)
If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
On trot in patterns, failure to “Stop” before executing a canter departure.
On run-in patterns, failure to be in lope before reaching the first marker.
A stop in the first one-quarter of the circle, after a lope departure, is a break of gait
Leaving the working area before pattern is complete
Performing the maneuvers other than in the specified order.
Failure of an exhibitor to attempt to complete the pattern
Fall of horse or ride

**WALK-TROT REINING CONTROL**

**Class description:**
This class is to help teach walk trot exhibitors the basic control needed for reining events. In the walk trot pattern the exhibitor will be judged on their ability to perform a pattern as effectively as possible. All trotting should be done in a “working trot.”

**Walk/Trot Judging Criteria:** The emphasis of this class is on the accuracy of the pattern, and the exhibitor's ability to guide the horse with minimal resistance, and effort. Excessive hand movements and spurring will be penalized along with unwillingness of the horse and breaking of gait.

**Walk/Trot Scoring:**
- 50% - the pattern accuracy,
- 30% - the rider's guiding ability
- 20% - the horse's willingness to be guided

**Class Routine:** Each exhibitor will perform the pattern one entry in the ring at a time. The exhibitor will wait for the Judge to connect the start of pattern

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A reined work must consist of the following:
Circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back-up of a reasonable distance with slight hesitations denoting each maneuver.

**Circles:** Circles are a controlled maneuver at the lope in the designated area of the arena. The horse shall lope in an even, fluid manner with a minimum of rider contact and/or commands. Emphasis on the scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Circles shall be run and/or begun on the correct lead. The right and left circles shall have a common center line in the middle of the designated area. Speed and size of the right circles shall be exactly the same as the speed and size of the left circles. Circles shall be run far enough from arena wall that it does not affect the circles.

**Lead Changes:** The act of changing the propelling side of the horse’s body when changing the direction traveling at a lope. The lead change must be executed at a lope with no change of speed or gait. Pre-amateur, Amateur, and Intermediate may do a simple lead changes. The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

**Jogging:** Jogging in excess of one-quarter of circle or one-half the length of the arena will result in -1/2 point for each occurrence.

**Run-Downs:** Runs lengthwise through the arena. The horse shall demonstrate a relaxed fluid attitude when starting a run-down and throughout the maneuver. The horse shall use controlled speed consistent with the size of the arena and the condition of the ground. The horse shall travel in a straight line with a minimum of contact with the rider. Straight, controlled run-downs with square, smooth stops, maintaining suppleness and proper head position are desirable. They shall be made as described in the given pattern, unless the judge indicated otherwise due to arena conditions.
Stops: Shall be in line with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

Spins: Consistent and positioned 360 degree turns executed with the inside hind quarter (pivot) remaining stationary. Spins shall be smooth and efficient. The location of the hind quarters shall be fixed at the start of the spin. The horse shall stop the spin exactly as dictated by the pattern description. The right and left spins shall have a similar speed and balance.

Back-up: The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled manner and shall continue to back-up without hesitation until directed to stop by the rider. In the instance where a horse backs up where a back-up is not specified in the pattern, the penalty score of 0 will be incurred when the horse backs more than 2 full strides. It is important to note one stride is defined as the complete movement or steps of all 4 legs, one time. In this particular situation it is very helpful for a judge to watch and count the steps of the front feet. Up to and including 4 steps of the front feet in the not required back-up receives no penalty; five steps and beyond constitutes the inclusion of a maneuver not specified and thus a penalty score of 0.

Hesitate: Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be slight hesitation to indicate each maneuver.

Rollbacks: A maneuver that combines a stop, turn over the hind quarters and exit in one fluid motion. The rollback must be executed with no more than slight hesitation after the stop and the horse shall not step ahead or back-up prior to the turn. The horse shall be in position to lope off in a straight line when exiting a rollback.

Definition of fall of horse: When the horses shoulder and hip are on the ground and all four feet are facing in one direction. Fall of horse in any event receives a score of -0-.

Definition of fall of rider: Rider is no longer astride the horse.

Walk/Trot Reining Control Pattern:
A) Enter the ring and walk past the 1st outer marker
B) Continue at a trot past the end marker
C) 180 degree turn to the left
D) Trot to the center
E) Stop
F) Back 5 steps
G) 90 degree to the left
H) Trot a large right circle
I) At center change to trot a small left circle
J) Stop in center wait for dismissal

Junior, Green Horse Lope,
WR Green Horse, WR Amateur
Reining Pattern #1
Junior, Green Horse Lope,
WR Green Horse, WR Amateur
Reining Pattern #1
1. Run down center of arena past center marker, stop, and back up. Hesitate.
2. Make a quarter turn to the left.
3. Lope a large, fast circle to the right, followed by a small, slow circle to the right. Change leads.
4. Lope a large, fast circle to the left, followed by a small, slow circle to the left.
5. Stop.
6. Complete two spins one direction. (Choose to spin two times to either the left or the right, your choice.)
7. Pattern complete. Exit Arena

Intermediate & Senior
WR Intermediate & Advanced
Reining Pattern #
1. Beginning and staying at least 20 feet from the 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 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 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 completion of the pattern.
Intermediate & Senior
WR Intermediate & WR Advanced
Reining Pattern # 2

1. Walk to center of the arena; the horse should be facing the left fence.

2. Complete four spins to the right.

3. Complete four spins to the left.

4. 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.

5. 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.

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 fence-no hesitation.

7. Continue back around the previous circle to the right, 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 fence-no hesitation.

8. Continue back 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 sliding stop at least 20 feet from the fence. Back up at least 10 feet. Hesitate, to demonstrate a completion of the pattern.

8. The bridle may be dropped at the judge’s discretion.

Intermediate & Senior
WR Intermediate & WR Advanced
Reining Pattern #3

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

1. Run with speed to the far end of the arena past the end marker and do a left rollback. Do not hesitate.

2. Run to the opposite end of the arena past the end marker and do a right rollback. Do not hesitate.

3. Run past the center marker of the arena, do a sliding stop, and back straight to the center of the arena. Hesitate.

4. Complete four spins to the right.

5. Complete four and one-quarter spins to the left. 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. At the center of the arena, change leads.

7. Complete three circles to the left, the first two circles large and fast, the third circle small and slow. At the center of the arena, change leads.

8. Begin a large fast circle to the right. Do not close this circle but run straight down the side of the arena past the center marker, and do a sliding stop approximately 20 feet from the fence. Hesitate, to demonstrate the completion of the pattern.

9. The bridle may be dropped at the judge’s discretion.
Members in Working Ranch Horse must be enrolled in the basic 4-H Horse program. They must complete all necessary elements of the Elmore County 4-H Horse Program.

- Member must show a designated project horse in showmanship, show trail plus 1 other show classes in addition to Working Ranch Horse Classes.

- WRH members must participate in all WRH classes at the fair
- WRH members are recommended to do the WRH checklist.
- For Tack and Attire See Pages 21-25
- **Chaps and carrying of a rope or riata are optional.**

1. Horse may be of any age shown in any legal bit as described on page 24-25.
2. Working Ranch Horse is divided by experience level by horse and rider rather than age. **Exception: No Walk/Trot**
3. Working Ranch Horse Committee for evaluations will be appointed by the chairman and Horse Working Group.
4. Working Ranch Horse members are to be evaluated by the appointed committee 2-3 weeks before fair for what division they will be in.
   - All WRH members are to be evaluated regardless of what division they are in
   - Lame horses will not be evaluated. Member must be evaluated on all horses they will be using for Working Ranch Horse.
4. If you are a green rider it is strongly suggested that you complete 1 or 2 years of the general horse program before you enroll in Working Ranch Horse

**Classes:** Classes that may be offered depending on the availability of resources.

**Clover Bud:** Dummy Roping

**Amateur:** Dummy Roping or Ranch Roping*, Herd Work, Level 1 fence work, Ranch Pleasure, Reining.

*Amateur WR competitors may rope live cattle if deemed safe by evaluators.

**Intermediate:** Ranch Roping, Herd Work, Level 2 fence work, Ranch Pleasure, Reining.

**Advanced:** Ranch Roping 2, Herd Work, Level 3 fence work, Ranch Pleasure, Reining.

**Cloverbud Dummy Roping:** The youth rope the dummy on the ground. Same rules apply as for dummy roping 1, except this is not a competition event.

**Dummy Roping 1:** This is a beginner class. The youth rope the dummy on the ground. They are judged on handling the rope – making a loop, swing, and coiling and other areas as listed below. They will be allowed 3 loops or 1 ½ minutes per end whichever happens first. Must rope both head and heels

<table>
<thead>
<tr>
<th>POINTS</th>
<th>DUMMY/ROPING AREA OF CONSIDERATION</th>
</tr>
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<tbody>
<tr>
<td>10</td>
<td>Handling the rope (and reins)</td>
</tr>
<tr>
<td>10</td>
<td>Positioning of the competitor/horse</td>
</tr>
</tbody>
</table>
The swing and throw of the rope. Attitude toward the horse and cattle (amateur - attitude of competition)

Posture on the horse/proper use of tack etc (Amateur-proper use of rope)

Head catch

Heel catch

Losing or dropping the rope

*Amateur – Roping the dummy on the ground

*Amateur – Roping the dummy on horseback

*Amateur – Roping live cattle

*Points to be awarded in the Amateur division only

1. Competitors roping live cattle must demonstrate their ability to rope cattle from within a group of cattle. This class is offered only to participants in Working Ranch Horse.

2. Participants in this class will enter a pen where 5 or more head of cattle will be waiting. Ropers will work with a helper or hazer.

3. Horses used in this class must not break into a faster gait than a trot (points may be deducted at the discretion of the judge.)

4. Ropers are required to use a breakaway hondo, and the free end of the rope is to be dallied to the saddle horn until the hondo breaks. At that point, the roper will recoil the rope and rope another animal. Must rope both head and heels. Hazer/helper may help with the breakaway hondo.

5. A roper must use the same rope in this class for both heading and heeling... if a rope is lost during the roping the contestant will retrieve rope and continue for remaining time. Hazer may help the contestant retrieve rope.

6. When the judge/timer drops the flag, or contestant crosses a designated timeline, time will start, the roper will rope as many cattle as he/she can within 4 minutes (2 minutes for heads, 2 minutes for heels) time limit. The helper/hazer in the pen is there to help set the cattle up for the roper.

7. At the end of 1 minute, the judge will alert the contestant that he/she has 1-minute left and time will end at 2 minutes. At the end of 2 minutes the roper must switch to roping the opposite end. Warning will be given again at 1 minute and time will end at 2 minutes.

8. Any verbal abuse by the roper or the hazer will not be tolerated. The roper will be disqualified at the discretion of the judge.

9. A legal head catch will consist of any catch that goes over the head or horns. A legal heel catch will be from the heel end only

10. Cattle will be changed according to the number of ropers and cattle used.

11. Undue roughness on cattle or horses will be counted as a disqualification at the discretion of the judge. All decisions of the judge will be final.

**Bit Check**

Each bit and horse’s mouth may be viewed by the appointed representative or the judge to determine if the bit or hackamore is legal, and to check for blood inside the mouth at the judge’s discretion. The judge(s)and working ranch horse chairman has the authority to disqualify the contestant.
Herd Work

Contestant will ride into a herd of cattle and will sort out an animal keeping him from the herd.

- Time will begin when a rider crosses a timeline just prior to entering the herd. The contestant shall approach the herd with no hesitation, weaving or reluctance on the part of the horse to enter the herd. Sufficiently deep enough to show his ability to make a cut.
- The rider will then quietly separate his/her cow from the herd. The horse shall work quietly, but alertly, causing very little disturbance to the herd or the animal brought out.
- Once the contestant has shown that he/she has control, then he/she can allow that animal back into the herd and sort out another one.
- Unnecessary roughness or disturbing the herd excessively could result in disqualification.
- Remember this is not TEAM SORTING. On a ranch you sort quietly and without stirring the cattle up as much as possible.

Intermediate and Advanced will be required to do deep cuts. Contestants shall walk to the herd each time. Points will be deducted for trotting to the herd.

JUDGING

Herd Work - (1) Minimum number of cattle in the herd will be ten. The number will preferably be 10, however will be determined by availability of cattle and the number of contestants.

Judging will begin at the timeline.
- For herd work, the start line marker shall be approximately 60 - 70 feet from the back-fence marker to the timeline.
- The judges shall be located approximately 120 feet from the back of the arena. The placement of the back-fence marker shall be at the judge’s discretion.
- There is a two- and one-half minute time limit. A warning will be given at the one-minute point in the run.
- Credit will be given for driving cattle, clearing the herd by a sufficient distance and setting up a cow while holding it in a working position as near the center of the arena as possible. The degree of difficulty, eye appeal and the amount of courage in staying on a tough cow will be taken into consideration.
- The amount of time actually spent working cattle in the 2 1/2-minute period will have a positive effect on the total score. The horse should show a great deal of expression but no ill will toward the animal.
- Judging will end at the whistle.

SCORING

General Description - Credit must always be given when applicable, even when there is a penalty involved. When the judge is in doubt, benefit always goes to the contestant. The scoring system is based on 60-80 points, unless otherwise stated. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points half-points may be used.

- The contestant is judged from the time that he/she enters the arena until he/she completes the pattern.
- Horses are judged on performance only.
- A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.
- Horse must appear visibly sound at the beginning of the run. Obvious lameness will be cause for immediate disqualification.

Herd work - Penalty Points:

1-point penalties:
A. (Miss) Loss of working advantage.
B. Noise directed by contestant toward cattle.
C. Working out of position.
D. Toe, foot, or stirrup on shoulder.

3-point penalties:
A. Cattle picked up/running into or scattering herd.
B. Failure to make a deep cut.
D. Failure to separate a single animal after leaving the herd.
5-point penalties:
A. Horse quitting a cow.
B. Losing a cow
C. Changing cattle after a specific commitment
D. Failure to separate a single animal after leaving the herd.
E. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.
F. Horse turns tail.
G. Using two hands on the reins with a shanked bit.

-0- score:
A. Spurring or hitting in front of the cinch at any time.
B. Illegal equipment.
C. Leaving working area before time expires.
D. Fall of horse or rider.
E. Out of control (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow.)
F. Bloody mouth. (inside)
G. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
H. Failure of an exhibitor to attempt to complete the work

FENCE WORK
The required pattern for the fence work is: boxing, fence turns, and circles, in that order depending on the level the contestant is in.
- When enough cows are available, the contestant should receive a new cow if the cow drawn is unreasonably difficult or unworkable or when a cow leaves the working area. Scoring will begin again with the new cow.
- Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements.
- The judge should take into consideration the size of the arena, condition of the ground and disposition of the cattle in scoring each work. If ground, arena and/or weather conditions are deemed unfavorable by the exhibitors, they may inform the judge who may elect to alter the required cattle work for safety reasons.
- The judge may blow his/her whistle at anytime during the work. One whistle to terminate the work, two whistles to award a new cow.
- If the judge blows his whistle during the work, the contestant does not have the option to continue working. If an exhibitor continues to work after the whistle has been blown for a new cow, the exhibitor will be given a score of zero. With a multiple judge system, any one of the judges may terminate the work or signal for a new cow.
- Judging ends when the whistle blows. A score of zero will be given if the work is not complete at that point.
- In the cow work phase of any class one hand on the horn may be used to prevent the fall of the rider.

Fence Work: Judging begins when the contestant enters the arena. At the start of the work, each contestant, upon receiving a cow in the arena, shall box (hold) that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. After a reasonable amount of time, the contestant in Amateur will box the cow and then will bring the steer down the rail (grandstand side of rail) and then into the catch pen. Judge will call time when he has seen enough boxing, then the gate will be opened and the contestant will continue to pen the animal.

Intermediate will box the cow and then will bring the steer down the rail at a point just past the power pole, the contestant must turn the steer back the other direction. The steer is to be taken past the power pole on the other end, turned back and brought down to the catch pen.
**Advanced** will box the cow and then will move the steer down the fence making at least one turn each way on the fence. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. Work is complete when last circle is completed.

**Boxing:** Working the cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered. Time limit for Pre Amateur will be 50 seconds.

**Turning on the fence:** A fence turn is defined as: A turn in which the cow, while being run down the fence on one side of the arena, or in the “open field”, is turned in a different direction and held near the same fence, or the same side of the arena, while being run in the new direction. The exhibitor must be close enough to the cow to be the cause of the turn. The situation where a horse and rider attempt to turn the cow and the cow exits the turn behind the horse is also considered to have satisfied the fence turn requirement. The route of the cow being worked has been altered because of the influence of the horse and rider. The actual stopping or turning of the cow by the end fence will not qualify as a fence turn. To qualify as a fence turn the turn must be accomplished without the aid of the end fences to actually stop or turn the animal being worked. During the turn the horse should use himself in a controlled athletic manner, using its hocks to stop and drive out of the turn, while using its front end to balance and turn. The exhibitor must get at least one turn in each direction. More than two good turns in each direction should not result in extra credit but also should not be penalized, unless the cow is thereby too exhausted to circle correctly. One turn each way may not necessarily result in extra credit if the horse and/or cow are out of control.

**Circling:** Maneuvering the cow smoothly at least 360 degrees in each direction without interference from the fence. The circle’s size, symmetry, speed and relative balance from right and left show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.

**Fence Work - Penalty Point**

**SCORING**

**General Description** - Credit must always be given when applicable, even when there is a penalty involved. When the judge is in doubt, benefit always goes to the contestant. The scoring system is based on 60-80 points, unless otherwise stated. The lowest score possible is 60 points and the highest score possible is 80. The average score for a typical work is 70 points. Half-points may be used.

- The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow’s reluctance to move down the fence when sufficiently driven by the contestant.
- The most controlled cow work with the highest degree of difficulty should be marked the highest.
- The contestant is judged from the time that he/she enters the arena until he/she completes the pattern.
- Horses are judged on performance only.
- **1-point penalties:**
  - The 1-point penalty marker for cow work may be placed at each corner of the arena.
  - A. Loss of working advantage.
  - B. Using the corner or the end of the arena to turn the cow. (In an oval arena, when the cow's head breaks the plane of the end marker.
  - C. Changing sides of arena to turn cow. (1 point each time.)
D. For each length horse runs past cow. A length by is 1 horse length of daylight between the cow’s head and the top of the horse's tail.
E. Slipping a rein.
F. Failure to drive cow past middle marker on first run down the fence.
G. Excessive whipping, spurring, or hollering.

2-point penalties:
The 2-point penalty marker for cow work may be placed a minimum of 16 feet to a maximum of 24 feet past the 1 point penalty marker.
A. Going around the corner of the arena before turning the cow. (When the cow's head breaks the plane of the 2 point penalty marker.)

Fence Work
3-point penalties:
A. Exhausting or overworking the cow before circling.
B. Hanging up on the fence (refusing to turn).
C. Knocking down the cow without having a working advantage.

5-point penalties:
A. Not getting one turn each way (5 points each way).
B. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate.
C. Turn tail.
D. Using 2 hands on the reins in a bridle or two-rein class.

F. Balking -0- score:
A. Spurring or hitting in front of cinch at anytime.
B. Out of control (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow.)
C. Bloody mouth. (inside)
D. Illegal equipment.
E. Fall of horse or rider.
F. Schooling of the horse between the rein and cow work when the cow work immediately follows rein work.
G. Schooling of the horse between cows, if a new cow is awarded. Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing.
H. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner.
I. Failure of an exhibitor to attempt to complete the work.
NOTE: A judge may blow his/her whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

REINING
Reining Patterns
The Patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
Markers are mandatory for all patterns. Markers will be placed on the wall or fence of both sides of the arena to the approval of the judges with the following as a guideline:
- At the center of the arena.
- End markers for rein work shall be placed at least 20-30 feet from end of the arena.
- Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after he/she passes the specified marker.
Reining patterns will be set by the Judge and posted in accordance to 4-H rules.

RANCH RIDING PLEASURE
This class shows the horse’s ability to move at a working speed with a rider. Horses will be shown at three gaits - walk, trot and lope - in each direction of the arena. Horses will also be asked to reverse away from the rail, to stop and back.

The judge must ask for an extended trot and extended lope in at least one direction of the ring. May ask for an extended walk. EXCEPTION: Green Horse - Green Horse-The judge may ask for an extended trot only in one direction of the ring. No extended lope.

- A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested.
- Credit will also be given for making a smooth transition between the gaits, for keeping the correct lead, and for maintaining the gait requested until the judge requests a change.
- A rider must show his horse with only one hand on the reins, unless is being shown in a snaffle bit or hackamore (bosal).
- Finalists may be worked individually at the discretion of the judge. Judges are encouraged to work exhibitors thoroughly, if time permits. Judge may ask for reserve at a walk or trot, or sidepass.

Ranch Riding Pleasure - Penalty Points
Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Will add a pattern if need a tie breaker.

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

RANCH TRAIL
This class contains a course with a minimum of six obstacles and is designed to show a horse’s ability and willingness to perform several tasks that might be asked of him during the course of a normal day’s ranch work. Whenever possible, realistic or natural obstacles are encouraged.

- Also, the course is encouraged to be set outside of an arena using the natural terrain of the land whenever possible. The horse will be judged on three gaits - walk, trot and lope. A horse will be rewarded with higher credit for performing these gaits on the correct lead and with an alert attitude.
- Horses to be shown at a ground-covering walk, working trot and lope. The horse should perform with a reasonably loose rein that maintains contact with the horse.
• A distance of at least 30 feet or more is mandatory between obstacles to evaluate the horse’s way of going at each gait.
• The judge may walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or unreasonable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

- Green Horse: Obstacles 1, 2 and 2 others
- Amateur: Obstacles 1, 2, and 3 others
- Intermediate: Obstacles 1, 2, 8, and 3 others
- Advanced: Obstacles 1, 2, 3, 8 and 4 others

Obstacles:
(1) Opening, passing through and closing the gate. Use a gate that will not endanger horse or rider. The rein hand may be changed to work the gate without penalty if the change is made prior to and after the gate has been worked.
(2) Put on and remove slicker - Rider approaches slicker, removes slicker from holder, puts on slicker and replaces slicker to holder.
(3) Log drag – Advanced Only. Horse must be willing to drag a log for a short distance, either in a straight line or around a set pattern. Rope should be dailed around the saddle horn and not tied hard and fast. A five-point penalty will be assessed for first refusal, balk or attempting to evade an obstacle by shying or backing more than two strides away. An additional five-point penalty will be assessed for second refusal, balk or attempting to evade an obstacle by shying or backing more than two strides away.
(4) Water hazard - The horse should show willingness to cross a small ditch or shallow pond (or simulated water obstacle).
(5) Hobble or ground tie (contestant’s option) - The horse shall remain in place while the rider dismounts and performs a normal ranch task such as moving a rail, moving a bale of hay, etc.
(6) The horse shall remain quiet while the rider dismounts, removes the bit completely from the horse’s mouth and re-bridles, and then picks up all four of the horse’s feet. The horse should remain still and quiet as the rider remounts, leaving a loose rein. Exhibitors have the option of using a mounting block to remount. Once the rider is settled into the saddle and is still, he or she may then move the horse forward.

Ranch Trail - Penalty Points
Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2:
-1 1/2 Needs extreme improvement
-1 Needs extreme improvement
-1/2 Needs improvement
0 Correct
+1/2 Good
+1 Very good
+1 1/2 Excellent

(7) Remove, carry and replace item - Requires the exhibitor to carry or remove an item that is used everyday on horse back such as mail from a mailbox, sack, rope, etc.
(8) Bridge - Horse shows willingness to walk across obstacle designed to simulate a bridge.
(9) Crossing obstacle - While mounted the horse would walk over obstacle no more than 18” in height.
(10) Ride over at least four logs - Walking only if laid at odd angles. Laid flat and in measured distances, the measuring point should be the path the horse would be expected to take.
Trot overs 2’6” to 3’6”, Lope overs 6’ to 7’
(11) Back
(12) Stationary steer - This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized.
(13) Sidepass A judge has the right and duty to alter the course in any manner or remove any obstacle deemed unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any possible accidents. It is permissible to change rein hand to work an obstacle. An exhibitor that does not perform an obstacle or performs an obstacle incorrectly is assessed a 10 point penalty and cannot place over another exhibitor that performs the course correctly.
Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

The following deductions will result

**One-half (½) Point**
- Each tick of log, pole, cone, plant, or any component of the obstacle

**One (1) Point**
- Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or jog for two strides or less
- Both front or hind feet in a single-strided slot or space
- Skipping over or failing to step into required space
- Split pole in lope-over

**Three (3) Point**
- Incorrect or break of gait at walk or jog for more than 2 strides
- Out of lead or break of gait at lope (except when correcting an incorrect lead)
- Knocking down an elevated pole, cone, barrel, planet, obstacle, or severely disturbing an obstacle.
- Stepping outside of the confines of, falling or jumping off or out of obstacle with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot

**Five (5) Point**
- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise
  - Blatant disobedience (including kicking out, bucking, rearing, striking)
  - Faults, which occur on the line of travel between obstacles, scored according to severity:
    - head carried too high
    - head carried too low (tip of ear below the withers)
    - over-flexing or straining neck in head carriage so the nose is carried behind the vertical
    - excessive nosing out
    - opening mouth excessive

**CHAPTER 39-DRILL TEAM**

Riding Criteria is in Free Style - This style is meant to be fun and creative. **No green horses**

**Patterns must be submitted to the Horse Working Group with the fair class registration.**
- Routine must be performed within 4-8 minutes and to music
- Two or more riders constitutes a team with no more than 12.
- No dragging costume on either horse or rider
- Music to be turned in prior to class with group name labeled and track # identified.
- If the United States flag is used, proper flag etiquette is to be utilized.
- No outside props may be brought into the arena such as jumps.

**Judging Criteria:**

<table>
<thead>
<tr>
<th>Category</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spacing</td>
<td>1-5</td>
</tr>
<tr>
<td>Control of Horse</td>
<td>1-10</td>
</tr>
<tr>
<td>Control of gaits</td>
<td>1-10</td>
</tr>
<tr>
<td>Control of speed</td>
<td>1-10</td>
</tr>
<tr>
<td>Costumes and/or uniforms</td>
<td>1-15</td>
</tr>
<tr>
<td>Creativity and execution</td>
<td>1-50</td>
</tr>
<tr>
<td>of drill</td>
<td></td>
</tr>
<tr>
<td>Loss of equipment</td>
<td>-10</td>
</tr>
</tbody>
</table>

**CHAPTER 40-FREESTYLE REINING**

- Each contestant will make up their pattern, choose their music, and style of dress
  - **Patterns must be submitted to the Horse Working Group with the fair class registration.**
• The pattern must be clearly drawn on a 8 ½ x 11 inch paper and given to the designated leader as well as the contestant's music. The pattern must include description or title, contestant name, and music with tract.
• The pattern will be two to three minutes long and contain age requirements.
• Western tack shall be used.
• Youth will perform to music and in costume. If costume is used, boots must be worn and attire must be appropriate for riding. Not allowed: Bikini tops, halter tops, sports bras, or see through clothing of any kinds.
• Members must enter the arena, execute pattern and exit while mounted.
• Props may be used but should not over-power or interfere with members routine. Keep props to the sidelines including cones. Maximum amount of props is 6.

This will be an all class division class with the exception: no walk/trot

Maneuvers to include:
Walk, jog, canter, back, pivot/spin, rollback, lead change-simple or flying, stop, fast and slow circles.

Scoring:

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Choreography/music</td>
<td>30%</td>
</tr>
<tr>
<td>Maneuvers</td>
<td>40%</td>
</tr>
<tr>
<td>Horsemanship</td>
<td>20%</td>
</tr>
<tr>
<td>Willfulness of Horse</td>
<td>10%</td>
</tr>
</tbody>
</table>

CHAPTER 41 – COSTUME CLASS

• For entertainment only. Horse and rider.
• No dragging parts of costume allowed for safety concern.
• Appropriate attire to be approved by the Horse Working Group before entering arena.

CHAPTER 42-DUTIES OF SHOW STAFF

For Fair assign clubs to the certain shows:
1 club responsible for trail to set up, get ring stewards, tear down and put away,
1 club for English-get gate help, ring stewards, ribbon help, set up jumps, tear down and put away
1 club for working ranch horse, ring stewards, get gate help, other helpers, ribbon help, set up, tear down, put away,
1 club for the western classes-set up patterns, ring stewards, get gate help, ribbon help, tear down and put away

Judges:
Judges are asked for their opinion on the day of the show. They receive instructions from the Horse Working Group regarding classes to be exhibited, special rules pertaining to those classes, and expectations. Judges at 4-H shows are to be instructed not to give preference for fancy “show” tack with silver. Having fancy clothes/tack with silver does not “guarantee” a placing-clean, neat workmanlike attire, and tack is all that is required. Remember that just because someone won a class yesterday doesn’t mean that they will win it today-every show is a new day.
Chairmen
- Attend the Pre Fair Clinic
- Coordinate with 4-H Program Assistant for needs for the show and work with trail and jump committees.
- Coordinate with pattern committee on pattern classes and post patterns the morning of the show.
- Arrange for transportation & set up of obstacles for the trail class.
- Coordinate with 4-H Program Assistant that flags are at the horse arena for the opening ceremony.
- Coordinate with 4-H Program Assistant that ribbons are at the show.
- Help Enforce rules.

Secretary-
- Runs the registration table.
- Writes down the placings for each member in each class in the horse show book. Transfers placings to placing sheet for 4-H Program Assistant.
- Timer for trail obstacles.

Ring steward-
- A person appointed to coordinate activities for the judge within the arena or show ring.
- Act as judge's liaison, mediator between judge, exhibitors, and parents/guardians.
- The steward must keep in mind that he/she has been selected to help the judge-not advise the judge and will refrain from discussing the horses or exhibitors with the judge.
- Stewards shall not take part or seem to take part in any of the judging. The ring steward may takes notes for the judge but cannot assist with the judging of a class, call disqualifications, or quote rules.
- The steward should work with the chairman, superintendent, gate people, and announcer to help assemble the classes promptly and eliminate long delays between classes.
- The judge should request the steward to move and place horses as he advises. The steward must not allow the exhibitors to crowd up in the ring or arena.
- After the judge has reached a decision and so indicates to the steward, the steward shall then record the numbers of the exhibitors and relay the results to the announcer and secretary.

Announcer
- Person in charge of keeping the show going in a professional, timely manner.
- Helpful to have experience in announcing and voice that projects well over the PA system.
- Will work with the superintendent, chairman, ring steward and gate person to assemble classes promptly and eliminate long delays between classes.
- Will announce all the classes and all exhibitors in each class and will announce when class is complete. For individual pattern classes will announce class, who's on deck, who's in the hole.
- Will announce a series of gate calls for each class
  1st gate call: at the beginning of the current class. If the first class of the day, 1st gate call will be 20 minutes prior to start of class
  2nd gate call: midway through the current class. If the first class of the day, 2nd gate call will be 10 minutes before class.
  3rd gate call: end of current class. If first class of the day, 3rd gate call will be 2 minutes before class
  4th gate call: as the current class is exiting the arena.
- Final gate call: as class enters arena
- Will announce next class coming up.
- Give instructions to the exhibitors per ring steward per judge.
- Will announce the exhibitors placings—white-1st, 2nd, 3rd, etc. red- 1st, 2nd, 3rd, etc. blue-1st, 2nd, 3rd, etc., reserve, grand in that order.
- For trail, when advised by the secretary, announce for the exhibitor to move on to the next obstacle.

Gate person
- Work with chairman, superintendent, ring steward and announcer to help assemble the classes promptly and eliminate long delays between classes.
- Proper & timely class set-up, class maintenance, and tear down.
- Responsible for class check in at gate & safe, timely clearing after classes.

**Awards Presenter:**
- Present the ribbons to the participants as they ride out of the arena. Make sure they know the correct ribbons to present to the participants.
Mini Showmanship
Senior Pattern #1

1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up
Be ready at A.

1. Running walk or pleasure gait to B.
2. Stop at B.
3. Perform a 180 degree turn.
4. Flat or show walk until even with judge. Perform a 90 degree turn.
5. Running walk or pleasure gait to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90 degree turn.
8. Flat or show walk straight away from judge.
Mini Showmanship
Senior Pattern #3

1. Begin at A. Walk from A to B.
2. Stop and perform a 245 degree turn.
3. Trot around C to the Judge. Set up for inspection.
4. When dismissed back four steps and perform a 270 degree turn.
5. Trot to the line-up.
1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.
Be ready at A.
1. Walk to B.
2. Trot around B and C and straight to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 1/4 turn to the right.
5. Back one horse length.
6. Perform a 90 degree pull turn left.
7. Trot straight away to finish.
Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.
Mini Showmanship
Junior Pattern #1

1. Trot from A to B.
2. Walk from B around C to the Judge.
3. Stop and set up for inspection.
4. When dismissed walk straight away from the Judge.
Mini Showmanship
Junior Pattern #2

SHOWMANSHP

1. Start at first marker
2. Trot to 2nd marker
3. 360° turn
4. Walk to judge
5. Stop & back 4 steps
6. Setup for inspection
Mini Showmanship
Junior Pattern #3

Be ready at A.
1. Walk to B.
2. Trot around B and to Judge.
3. Stop and set up for inspection.
4. When dismissed, turn 270 degrees and walk straight off.