

Southern DISTRICT III 4-H/YOUTH HORSE & PONY GUIDELINES



First place Logo
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Edited and revised for 2017 Fair Season Updates are in yellow/underline
Patterns last reviewed May 2013, Southern District III Horse & Pony Council

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INTRODUCTION

The Southern District III 4-H Horse and Pony Program shares general objectives with all county 4-H horse programs. These objectives are for young people to develop leadership skills, assume citizenship responsibilities, build character, explore career opportunities, develop skills, knowledge, and attitudes for lifelong use, and share knowledge gained with others.

OBJECTIVES

- To develop leadership, initiative, self-reliance, horsemanship, sportsmanship, and other desirable traits of character.
- To experience the pride of owning a horse or pony and being responsible for its management.
- To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
- To learn skill in horsemanship and understanding of the business of breeding, raising, and training horses.
- To increase knowledge of safety precautions to prevent injury to themselves, others, and their mounts.
- To promote greater love for animals and a humane attitude toward them.
- To be better prepared for citizenship responsibilities through working in groups and support in community projects and activities.

COUNCIL EQUIPMENT

Quiz bowl buzzer set- purchased 2006; housed in Gooding Extension Office
Jumps- purchased half 20XX; housed at Twin Falls County Fairgrounds
Trail and pole bending set- purchased half 2017; housed at Twin Falls Fairgrounds
Ribbons- Purchased in the fall and housed in the Gooding Extension Office

COUNCIL WISH LIST

Trailer with needed equipment for hosting horse shows and trail rides.

4-H HORSE STATE CONTESTS

Each Extension District Representative may enter so many contestants and or teams in each contest for state competition. Contestants will be selected by any method determined by the District Council.

Please see the most updated information on the contest Procedures and Rules.
<https://www.uidaho.edu/extension/4h/programs/contests>

Contests include

- **Judging Contest**
- **Hippology Contest**
- **Horse Quiz Bowl Contest**
- **Oral Presentations – including demonstrations and public Speaking**

4-H HORSE SHOW

Southern District III Show ELIGIBILITY

1. 4-H participants must meet county guidelines and have satisfactorily completed a county horse project or projects as described in the current Idaho 4-H Policies and Procedures.
2. **First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county. (see patterns book for checklist).**
3. To participate in the Southern District III Horse and Pony Show, 4-H members must include each horse or pony in their record book and must receive district eligibility at the county level.
4. Members must have qualified in the county class to enter the corresponding District class and will be expected to perform at the maximum ability.
5. Members will use the same animal in the District Show as was used at the county Show.
6. If a class is not held at the county level, no one from that county may compete in that class at the District Show. However, classes that are offered at the county level, but cancelled, will be allowed for petition to the District Horse Board.
7. Riders with special needs will be accommodated.
8. Special circumstances are to be approved by the council and require vet/farrier approval.

Registration

1. District Show Entries will be sent to their respective counties.
2. Eligibility of the classes entered will be verified at the county level.
3. All original copies of the entries will be forwarded to the hosting county or committee. All entries will have been entered onto the approved spreadsheet.

Age Requirements

Age of January 1 of the current year; see 4-H Youth Development policies and procedures #91605 for more information.

Junior	8-10
Intermediate	11-13
Senior	14-18 or in high school

Animals

1. Project horses may be of any age and breed.
2. Horses need not be registered.
3. **A shared horse may be managed by a maximum of two 4-H members on a 50/50 basis. This includes feeding, grooming, exercise, training, and access to use. Classes will not be delayed to accommodate sharing of horses.**
4. Substitute horses may be used in the event of accident or illness with a veterinarian statement. The District Horse Committee must approve changes.
5. Members using a substitute horse will not be eligible for High Point Award.
6. Entries will be classified as horses over 14.2 hands and ponies under 14.2 hands.
7. Entries less than 38 inches will be considered mini-horses measured from the last

hair in the mane.

8. A stallion may only be shown the year it was foaled.
9. Horse must be in reasonable health, with a Henneke body score of at least 4. If less than 4, the member must have a vet certificate indicating appropriate health care and appropriate use.
10. Horse will have no signs of lameness. Lameness is defined as
 - a. consistently observable at a trot under all circumstances
 - b. Marked nodding, hitching or shortened stride.
 - c. Minimal weight bearing in motion and or at rest
 - d. Inability to move

Judges

1. Horse Show management will make all possible effort to secure the best available judges.
2. Decisions of the judges are final.
3. Any interference with the judges, exhibitors, officials, or any discourteousness or unsportsmanlike display toward them will be cause for disqualification of the participant.
4. Exhibitors will follow the judge's directions at all times and on request, will answer questions or demonstrate as indicated by the judge.

Patterns

The District Council updates and approves appreciate patterns every two years, suggested new patterns should be given to the council for their fall meeting.

1. Will follow AQHA or USEF guidelines with changes as age appropriate.
2. Will be posted at least 1 hour prior to the start of the class and will be posted in the same orientation as the arena. When applicable, patterns will be reversed to begin and/or end the pattern facing the judge.
3. Patterns for the following classes will be taken from the approved patterns attachment
 - o Showmanship
 - o English Equitation
 - o Equitation Over fences
 - o Western Horsemanship
 - o Ranch Riding
 - o Western Reining
 - o Western Riding
4. The judge may modify the patterns as long as they are kept to the guidelines outlined in this manual. Preapproval of the changes by the executive committee must happen at least 1 hour prior to the start of the show.
5. Patterns may be modified to accommodate the arena
6. No patterns may be changed once they are posted.

Show Procedures

- There will be 2 calls for a class. After the second call, the class will proceed.
- Request to hold a class may be honored within reason.
- With timed events, members are required to walk in and out of the arena.

Safety

1. Safety of rider, horse and persons attending any event is of most importance.
2. Youth, Leaders and Parents/Guardians are expected to maintain safe practices at all times when present at any public show or activity.
3. Red ribbons should be present in the tail of horses known to kick.
4. If horse and/or rider are seen to be unsafe, a committee of at least 3 county representatives and Extension Educator and/ or Judge shall determine if removal from the show is warranted.
5. Anyone handling a horse in any manner will have on closed toed shoes, preferably boots.
6. Young children, infants, strollers and wagons should not to be in the areas with the horses.
7. Anyone on horseback at a 4-H event must wear a helmet as outlined in the attire section and as per State Policy.

Code of Conduct

4-H members should act as young ladies and gentlemen at all times. Good sportsmanship is essential. If members, parents or others closely associated with a specific member exhibit un sportsmanship conduct, the situation will be reviewed by a committee of at least 3 county representatives and the Extension Educator and may result in dismissal from further classes and forfeiture of eligibility for high point award. Members will be dismissed from further competition by the judge or show officials for unnecessary roughness or abuse of his/her horse by anyone. Unmanageable horses will be excused from the ring at the discretion of the judge.

Dress Code

SEI certified helmet with harness fastened is required at all times while mounted or driving.

Western Attire

Suitable, neat, western attire is required for all western performance classes.

This attire includes a

- Western hat for showmanship only
- Helmet when mounted or driving
- Jeans or western slacks
- Belt
- A long-sleeved, western shirt or slinky with collar will be worn. These shirts must be tucked into the pants
- Slick sole western boots.

NO: tennis-shoe boots, crop-top blouses, boots with waffle type tread greater than 1/8th inches will not be allowed. (Fat baby boots etc.)

For safety purposes boot must slip easily from the stirrups AND lace-up boots are not recommended.

Optional attire

- Jackets - a western shirt must be worn underneath
- Vests
- Chaps (not to be worn in Showmanship)
- Gloves
- Spurs (not to be worn in Showmanship)

English Attire

All English riders must wear hunt coats of traditional hunt seat style, breeches (or jodhpurs) and high English boots or paddock boots with half chaps.

Equipment

Western Equipment

1. All saddles and tack should be in good serviceable condition and should fit the horse and rider properly. Western stock saddles are required, Aussie type saddles are allowed and breast collars are optional.
2. Five years and under horses may be shown in a snaffle bit, hackamore, or western bit.
3. All horses 6 years old and up must be ridden in a western bit.
4. Spurs may be used, but rowels must be dull and free moving.
5. Nosebands, tie-downs, roping reins, gag bits, and mechanical hackamores are allowed only in barrel racing and pole bending.
6. Special circumstances will need to be approved by the council prior to the show and requires a vet or farrier approval.
7. Any discrepancies we will refer to the current AQHA rule book.

Western Bit: References to a western bit means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. Shanks may be loose or fixed and no longer than 8 ½ inches in length. Such bits include a curb bit, spade bit, or half-breed. Split reins or Romal reins are to be used. See specifics under Reins.

Curb Chain: A curb chain may be used on shank bits, but must be at least ½ inch wide or wider and lie flat against the jaw of the horse.

Snaffle Bit: Defined as having no shanks and no leverage action. The mouthpiece will consist of a jointed, smooth-metal round bar and not less than 5/16" measured one inch from the cheek. The rings may be loose or fixed, and should not exceed 4 inches in diameter. The reins attach directly to the rings above the chin strap. Types of snaffle bits include O-ring, D-ring, and Egg-butt. A leather chin strap must be used with **all** Western Snaffle Bits. Split reins or macate reins are to be used.

Hackamore also known as Western Bosal: the use of a flexible, braided rawhide or leather, or rope hackamore, the core of which may be rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws or over the nose. Mecate reins with tie rein must be used with a hackamore.

Reins:

Split reins -

- When used with a western bit, only one hand is to be used and the hand shall not be changed. The tails of both reins are to be on the same side of the neck as the hand holding the reins. The index finger only is permitted between split reins.
- When used with a snaffle bit, two hands may be used with the reins crossed, and the tails of the reins on opposite sides of the neck. If used with one hand, the tails of both reins are to be on the same side of the neck as the hand holding the reins. The index finger only is permitted between split reins.

Macate reins- With tie rein are required with a hackamore, and are allowed with snaffle bits.

Romal - The rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. The romal should fall out of the top and over the thumb of the reining hand. No fingers between the reins are allowed. Rider may hold romal with free hand at least 16 inches from the reining hand. The position of the free hand is optional, but it should be kept free of the horse and saddle and held in a relaxed manner.

Closed Rein - may be used with a snaffle or western bit in barrels or poles.

Leg Protection: Skid boots, splint boots, protective boots, and bell boots are allowed only in reining, free style reining, western riding, working ranch horse, barrel racing and pole bending classes.

Tie Downs: Allowed only in barrel racing and pole bending.

English Equipment

English Bridles: An English snaffle, Kimberwick, pelham and /or a full bridle (with two reins), with cavesson noseband and plain leather brow band must be used. Snaffle bit ring may be no larger than 4 inches in diameter.

English or Dressage pad should be white or a natural color to fit size and shape of saddle.

Optional equipment includes crops or bats, spurs of the unrowelled type no longer than 1 inch.

Leg Protection: Protective boots or wraps are allowed only in jumper classes

English Breast Plate: Optional equipment, allowed in all classes.

HORSE SHOW DIVISIONS & AWARDS

Classes will be divided into one of the following divisions

1. Age Divisions –
 - **Jr., Int., and Sr.** (including rider level classes),
 - Members can only enter one ability level class.
 2. Five and Under Horse Division,
 3. Miniature Horse Division
 4. Walk-Trot Division
 5. Ranch Horse Division
-
- Ribbons are awarded to the top 6 in each class.
 - The number of points given is determined by the number of entries in the class up to six. This may differ from the number that participated in the class, due to scratches. First place receives six points, 2nd place 5 points, 3rd place 4 points, 4th place 3 points, 5th place 2 points and 6th place 1 point.
 - If there is more than 6 in the class there is no additional points given however if there is less than 6 in the classes then the maximum amount of points given is the same as the number that entered the class. For example, 3 entered the class 1st place receives 3 points, 2nd place receives 2 points, and 3rd place receives 1 point.
 - Individuals may disqualify (DQ) in a class they do not receive any placing or points.
 - If an individual has multiple horses **in the same class and/or division the highest points received are used. NOT both points added together.**
 - Points are added up from all classes entered within a division, **points do not cross divisions.**
 - Individual with the highest amount of points receives the award.

AGE DIVISION

Age divisions will be Junior, Intermediate and Senior.

Classes will include

- | | |
|-----------------------------------|----------------------|
| • Showmanship | • Ranch Riding |
| • Freestyle Reining | • Barrel Racing |
| • Bareback Pleasure | • Pole Bending |
| • Western Pleasure | • Trail |
| • Western Horsemanship | • English Pleasure |
| • Western Reining | • English Equitation |
| • Western Riding (Int.& Sr. only) | • Horse Knowledge |

RIDERS ABILITY LEVEL CLASSES

Classes will include

- English Equitation Over Fences
 - Levels 1, 2, 3 and 4

Warm up jump classes will be provided prior to the level 1 class.

FIVE AND UNDER HORSE DIVISION

1. Members must be at least 10 years of age and have completed one full year of 4-H.
2. Horse must be 5 years old or younger (Each horses birth date will be considered as January 1.)
3. Horse may be shown with
 - Hackamore
 - Snaffle Bit with leather curb strap
 - Bridle with western bit.

Horses shown in Five and Under Horse classes are not eligible to enter exhibitor's age division classes.

Classes will include

- | | |
|--------------------------------------|----------------------|
| • Showmanship | • Trail |
| • Freestyle Reining | • English Equitation |
| • Western Pleasure | • English Pleasure |
| • Western Horsemanship | • Barrels |
| • Western Reining | • Poles |
| • Western Riding | • Horse Knowledge |
| • Ranch Riding | |
| • WR Horse classes (at riders level) | |

MINIATURE HORSE DIVISION

The height of all miniature horses will be 38 inches and below at the last hair of the mane, not a fraction over. There will be no exceptions. Miniature horses do not have to be registered with any association. A stallion may only be shown the year it was foaled.

Classes will be divided as per youth age divisions

Miniature horses will have the following classes;

- | | |
|-------------------------|--------------------|
| • Showmanship at halter | • In-hand barrels |
| • In-hand trail | • Pleasure Driving |
| • Jumping | • In hand poles |
| • Liberty | • Obstacle Driving |
| • Costume | • Horse Knowledge |

WALK-TROT DIVISION

Walk-Trot classes are open to youth any age, in their first or second year of horse riding 4-H. The 2 year time limit may be extended by request to the council.

Members showing in Walk-Trot classes **are not** eligible for **any** loping classes.

Classes will include:

- | | |
|--|--|
| • Showmanship (with your age division) | • Poles |
| • Freestyle Reining | • Barrels |
| • Western Pleasure | • English Equitation |
| • Western Reining | • English Equitation over fences, Level A1 <u>only</u> |
| • Western Horsemanship | • English Pleasure |
| • Trail | • Horse Knowledge |

RANCH HORSE DIVISION

Please refer to separate competition guide for this division

Purpose:

- To encourage youth to learn the care, training and conditioning of horses in a ranch and feedlot situation.
- To develop a sense of pride and accomplishment.
- To learn working ranch horsemanship skills and demonstrate them in a ranch environment.

Requirements:

- Ranch Horse classes are open to youth and horse any age and are based on riders level.
- Leader approval and enrollment in the Ranch Horse project are required. All exhibitors begin in Level 1 of the program. A member may be enrolled in one level of Ranch Horse each year, progressing at an individual rate based on skill and experience.
- Western attire is required (see dress code section). Chaps, vests and gloves are optional. Spurs must be dull with free rowels.
- Youth are required to take a Horse Knowledge Test prior to their horse shows. Test would include knowledge on nutrition, health, diseases, anatomy, identification and skills.

Legal Equipment:

- Bits – any curb, snaffle, or hackamore may be used, regardless of the age of project horse.
- Saddle – Any good working saddle may be used as long as it is in good condition and fits the horse and rider. Silver adornments are discouraged.
- Reins –romal, or split reins may be used.
- No tie-downs will be allowed, for safety reasons.
- Rope/Lariat should be tied to saddle.
- Judge will inspect all tack prior to classes for anything he/she deems unsafe or cruel. If equipment does not pass inspection the rider may substitute acceptable gear for a second inspection, or draw out of the competition.
- Horses are to be shown in same equipment in all WRH classes.

Events will include

- Ranch Horsemanship/ Trail
- Cow Working
- Ranch Horse Roping
- Identification, knowledge and skills test.
 - Levels 1, 2, 3 and 4

Guidelines: Please see Southern Idaho District III 4-H Ranch Horse Project Competition Guide.

HORSE SHOW CLASSES

SHOWMANSHIP

Pattern to be chosen from approved pattern attachment.

The purpose of **Showmanship** is for the member to learn the best way to fit and train a horse so that the best attributes of a horse can easily be seen by the judge. Exhibitors will be judged on the fitting, grooming, training, and showing of their horses. **The horse's conformation is not to be considered in the judging of the class.**

Appearance of Exhibitor

Personal appearance of the exhibitor should be neat, clean, well groomed, attentive, courteous, and in appropriate attire for the division. **Chaps and spurs are not allowed. Western or English attire may be worn.**

Equipment

Equipment should be clean and properly adjusted. When showing **Western**, halters (leather, nylon or rope) must be used. When showing **English**, appropriate halters or bridles must be used. Halters may be equipped with leather, cotton, or nylon lead ropes. A chain on the lead rope is permitted, but not allowed over the nose.

Fitting and Grooming

Hair coat should be clean and well-brushed. Mane, tail, forelock, and withers should be clean and tangle-free. Hooves should be properly trimmed or neatly shod. Manes may be roached, but forelock, and withers must be left long. Long hair on jaw, legs, and pasterns should be clipped.

Method of Showing

Horse must be able to walk, trot, turn, stop, and back as directed by ring officials or the posted pattern.

Always lead from the horse's left side following the judge's directions.

Exhibitors must have the right hand on the lead rope when leading their horse. The left hand will contain the remainder of the lead in a loose loop or figure eight fold.

The exhibitor should walk or jog with good posture and vitality.

Horses should walk or trot in a brisk, alert manner. The exhibitor and horse should give the appearance of being a team.

When asked to reverse, the horse should **always** be turned to the right, unless specifically instructed to do otherwise. Turn in as small an area as possible and attempt to keep the hind feet in one place while turning (this allows you to keep the horse lined up with the judge). This is also known as a pivot.

Posing Your Horse

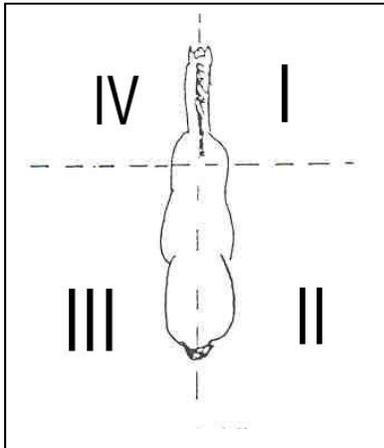
Keep your horse posed at all times, and know where the judge is. A good showman always gives the judge the best view of their horse. Make it easy for the judge to see your horse at its best advantage.

Horses should stand squarely, with feet directly under them. Position horse by the pressure on the lead. Never kick or position the leg with your hand while in the class.

When posing your horse, stand toward the front, facing the horse at a 45 degree angle, but never directly in front of the horse. Always be in a position where you can observe your horse and keep an eye on the judge.

The Quarter Method

Imaginary lines bisect the horse into four equal parts as seen in illustration. (Note: The quadrants will be numbered *I, II, III, IV* for the ease of identification.) One line runs across the horse just behind the withers. The other imaginary line runs from head to tail. When the judge is in *I*, the handler should be in *IV*. As the judge moves to *II*, the handler should move to *I*. When the judge moves to *III*, the handler moves to *IV*. As the judge moves up the horse to *IV*, the handler returns once more to *I*. This method is based on safety as the handler can keep the hindquarters from swinging toward the judge should the horse become naughty.



Credits in Showmanship

- keep alert and aware of the position of the judge
- show the horse at all times
- respond quickly to requests from the judge
- quickly recognize and correct any faults in your horse
- be courteous and display good sportsmanship
- move easily, quietly, and with confidence
- be natural

Faults in Showmanship

- Allow horse to remain out of position
- Poorly fitting halter or bridle
- Standing in front of your horse
- Using your feet to move your horse's feet
- Failure of the horse to lead properly
- Loud voice commands
- Failure to stop before turning
- Failure to look back and check your horse to see that it is tracking straight with the judge. (Note: Glance should be done immediately after turn.)
- Holding the chain of the lead rope
- Not staying alert
- Failure to back

Horse KNOWLEDGE TEST Class

The purpose of this class is to challenge youth to become independent in their knowledge and thinking. The test will be given in a proctored location from approximately check in time until 1 pm.

2017 Test Resources *(more to be added in 2018)*

Horse:

- [District 3 Horse & Pony Guidelines](#)
- [District 3 Skills Check-List](#)
- [University of Idaho Basic Horse Safety Manual](#)
- [Horse Science Publication](#)
- [Horses and Horsemanship Publication](#)
- [Ohio 4-H Horse Learning Lab](#)
- [PNW 4-H Horse Contest Guide](#)

Ranch Horse:

- [District 3 Horse & Pony Guidelines](#)
- [Dist. 3 4-H Ranch Horse Project Competition Guide](#)
- [District 3 Skills Check-List](#)
- [Ohio State 4-H Beef Resource Handbook](#)
- [Horse Science Publication](#)
- [Horses and Horsemanship Publication](#)
- [Ohio 4-H Horse & Beef Learning Lab](#)

PERFORMANCE CLASSES

Western or English tack

FREESTYLE REINING

Freestyle reining is offered to allow the member to demonstrate their ability to perform certain maneuvers using their own pattern, requiring good horsemanship and knowledge of their horse's abilities.

- Western or English tack may be used.
- Judging points are awarded on rider's ability to get maximum performance from their horse and completing the pattern in the set time.
- Youth must remain on their horse at all times and ground props are not allowed.
 - Ground props are defined as: items that are not normally used in a reining class. Cones are allowed but only at the edge of the arena.
- The qualifying performance at the county level will be presented at the district level.
- Each contestant will make up their own pattern, choose their music and style of dress (please remember to review the dress code below).
 - The music and costume **must** be approved in writing by the Leader or County Rep. Any music with inappropriate language, vulgarity or sexual innuendos will be cause for immediate disqualification and stopping the performances.
- Music will be uploaded to the District III music drobox, or delivered to the County office in digital form to be uploaded by the County office. No music will be returned to the members.
- The pattern will be 2-3 minutes long and contain the required elements as listed below. The 3 minute limit is a guideline. If the music selection is 3minutes and 10 seconds, the overage will be allowed. In the same respect, music considerably longer than 3 minutes should not be used.
- Youth are encouraged to do their pattern to music and with costume, but music and costume is not required and will not be counted down.
- If costume is used, boots and SIE helmet must be worn and attire appropriate for riding.
Not allowed: Bikini tops, halter tops, visible sports bras.

The patterns for each class will have the following required elements.

- **Junior** - Walk, Jog, Lope (left or right lead), Stop, and Back
- **Intermediate and Five years and under Horse** - Walk, Jog, Lope (left and right lead} one 360° spin either direction, Stop, and Back
- **Senior**- Walk, Jog, Lope (left and right) lead, one 360° spin each direction, Stop, & Back
- **Walk trot** - Walk, jog, stop, & back

Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half pass and side pass are appropriate in Freestyle and shall be given appropriate credit.

The judge will be provided a score sheet for each member listing the required elements for each Class.

If performed in English tack, the required maneuvers will be modified.

Walk, trot, canter, and turn on the haunches.

Freestyle Reining

Walk / Trot

Contestant Name / Number: _____

Required Elements:	Score:
Walk	
Jog	
Stop	
Back	
Extra Elements:	
Final Score:	
Class Placing:	

Note #1: Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half-pass and side pass are appropriate in Freestyle Reining and will be given appropriate credit.

Note #2: If performed in English Tack, the required maneuvers will be modified: walk, trot, canter, turn on the haunches.

Note #3: Scoring will be at Judge's discretion. However, it is recommended that a system of + / - be used to score individual maneuvers as referenced in the NRHA handbook.

Freestyle Reining

Class: Junior

Contestant Name / Number: _____

Required Elements:	Score:
Walk	
Jog	
Lope (Left or Right Lead)	
Stop	
Back	
Extra Elements:	
Final Score:	
Class Placing:	

Note #1: Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half-pass and side pass are appropriate in Freestyle Reining and will be given appropriate credit.

Note #2: If performed in English Tack, the required maneuvers will be modified: walk, trot, canter, turn on the haunches.

Note #3: Scoring will be at Judge's discretion. However, it is recommended that a system of + / - be used to score individual maneuvers as referenced in the NRHA handbook.

Freestyle Reining

Intermediate / Five Years and Under

Contestant Name / Number: _____

Required Elements:	Score:
Walk	
Jog	
Lope Left Lead	
Lope Right Lead	
One 360 Degree Spin (Either Direction)	
Stop	
Back	
Extra Elements:	
Final Score:	
Class Placing:	

Note #1: Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half-pass and side pass are appropriate in Freestyle Reining and will be given appropriate credit.

Note #2: If performed in English Tack, the required maneuvers will be modified: walk, trot, canter, turn on the haunches.

Note #3: Scoring will be at Judge's discretion. However, it is recommended that a system of + / - be used to score individual maneuvers as referenced in the NRHA handbook.

Freestyle Reining

Senior

Contestant Name / Number: _____

Required Elements:	Score:
Walk	
Jog	
Lope Left Lead	
Lope Right Lead	
360 Degree Spin Right	
360 Degree Spin Left	
Stop	
Back	
Extra Elements:	
Final Score:	
Class Placing:	

Note #1: Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half-pass and side pass are appropriate in Freestyle Reining and will be given appropriate credit.

Note #2: If performed in English Tack, the required maneuvers will be modified: walk, trot, canter, turn on the haunches.

Note #3: Scoring will be at Judge's discretion. However, it is recommended that a system of + / - be used to score individual maneuvers as referenced in the NRHA handbook.

BAREBACK PLEASURE

Bareback pleasure is a rail class, identical to Western or English pleasure, but with no saddle. The emphasis on equitation, not the performance of the horse.

1. May be shown with English or western attire and tack.
2. Riders will be judged on seat, hands, and ability to control and show his/her horse.
3. Maneuvers will include walk, jog/trot, lope/canter, stop and back-ups.

TRAIL

This class will be judged on the performance of the trail horse and rider, with emphasis on manners, response to rider, and attitude. Horses will not be required to work on the rail. Western or English tack may be used. If the pattern calls for a lope or canter, there must be sufficient length to allow at least 6 strides.

The judge may walk the course and has the right and duty to alter the course in any manner prior to the first rider performing the course.

Youth may walk the course on foot before the class opens. **No horses are allowed on the course prior to the show.**

The pattern may not have explicit instructions, as part of the judging will be the rider's ability to perform the obstacles to the best of their abilities. Example: the pattern may have a gate labeled as obstacle #1. It will be the rider's decision to work the gate in a way that will best show their horse and ability. The most difficult would be to back through, but if the rider cannot flawlessly perform the most difficult, they would be better off to work the gate perfectly in a less difficult process.

Requirements:

- Course must be posted at least 1 hour before trail class opens.
- Changing of hands is allowed to work with obstacles.
- Riders will be allowed 2 attempts or 20 seconds to complete each obstacle. If the rider is having difficulty, it is to their advantage to make 1 or 2 quick attempts, and then move on. If the judge has to call for the rider to continue, the rider will receive a zero for that obstacle.

Mandatory Obstacles:

- Gate: Open, pass through and close. Exception: Walk-trot division will open the gate only. Once the gate is touched, the hand should not be removed until the obstacle is complete.
- Ride over at least 3 logs or poles.
- One backing obstacle.

Optional Obstacles:

- Water Hazard
- "S" obstacles at a walk or jog
- Carry object from one part of the arena to another
- Bridge. The bridge should be at least 36" wide, sturdy, and safe
- Put on and remove slicker
- Remove and replace materials from mailbox

- Side pass obstacle
- Square box made of logs for turning maneuvers
- Step down or step up.

No tires, animals, animal hides, PVC pipe, dismounting, jumps, rocking or moving bridges, water boxes with floating or moving parts, flames, dry ice, fire extinguishers, logs or poles elevated in a matter that permits such to roll, or ground ties. Twine should not be used as a gate.

WESTERN PERFORMANCE CLASSES

- | | |
|-------------------------------|------------------------|
| • Western Pleasure | • Ranch Riding |
| • Western Horsemanship | • Barrel Racing |
| • Western Reining | • Pole Bending |
| • Western Riding | |

WESTERN PLEASURE

In the **Western Pleasure** class, horses are to be shown at a walk, jog, and lope both ways of the ring. Horses are to reverse to the inside, away from the rail. Exhibitors may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope. Horses will be asked to back up. Horses will be judged on manners, performance, and suitability to give a pleasurable ride.

A good pleasure horse has a stride of reasonable length in keeping with its conformation. The horse has enough cushion to its pattern to give the rider a pleasant, smooth ride. The horse should be relaxed but alert and ready to respond to the rider's commands without excessive cueing.

Gaits:

The **walk** is a natural flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.

The **jog/jog-trot** is a smooth, ground-covering, two-beat, diagonal gait. The jog should be square, balanced, and with a straight forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait.

The **lope** is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. The horse should be ridden at a speed that is a natural way of going.

WESTERN HORSEMANSHIP

Pattern to be chosen from approved pattern attachment.

Western Horsemanship is an equitation class. Riders will be judged on seat, hands, and ability to control and show his/her horse. The rider is evaluated on his/her ability to get the maximum performance from his/her horse. Maneuvers may include walk, jog, lope, stop, side-pass, leads, circles, pivots, and back-ups. Degree of difficulty will be highest for senior class and decrease in difficulty as each age division is shown.

The rider's methods of achieving good horse performance are to be considered more important than the performance of the horse.

WESTERN REINING

Pattern to be chosen from approved pattern attachment.

The **Western Reining** class is offered to allow the member to demonstrate his/her horse's ability to perform certain maneuvers using a prescribed pattern requiring good horsemanship and a well-trained horse. Judging points are to be awarded on the performance of the rider and the horse. Judging will begin upon entering the arena, or as the pattern indicates.

Each contestant will perform the required pattern individually. Degree of difficulty of the patterns will be highest for the senior class and decrease in difficulty as each age division is shown.

Components of Western Reining include

- Cones will be placed around the perimeter of the arena marking center and edges of the patterns.
- Patterns include the required elements of reining.
Circles, straight runs, stops, back, spins (a minimum of ¼ turn)

Each pattern will have at the **minimum**:

Walk-trot – all performed at a jog / trot.

1 circle in each direction, 1 straight "run", stop, back , ¼ turn spin in each direction.

Junior and Five years and Under Horse Divisions - all performed at a lope

1 circle in each direction, 1 straight "run", stop, back , 1/2 turn spin in each direction.

Intermediate

2 circles in each direction, 1 fast, 1 slow; 1 straight "run", 1 rollback stop, back , 1 full spin in each direction.

Senior

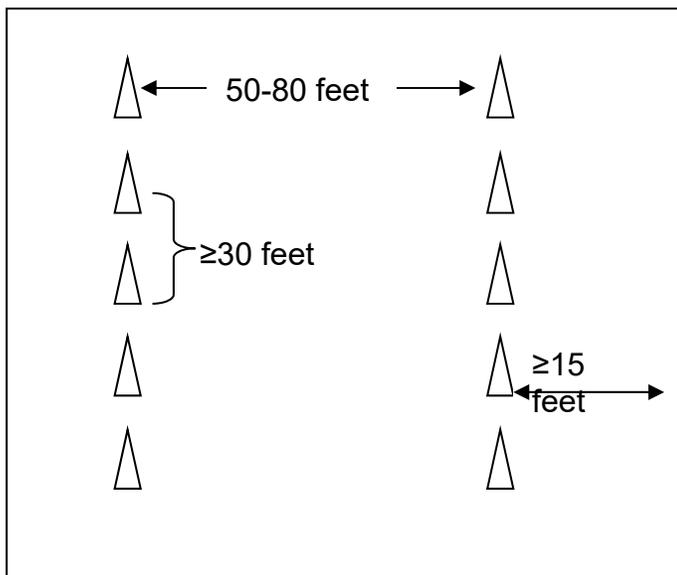
2 circles in each direction, 1 fast, 1 slow; 2 straight "runs", 2 rollbacks, stop, back, 2 full spins in each direction.

WESTERN RIDING
Intermediate and Senior Riders ONLY

Pattern to be chosen from approved pattern attachment.

Western Riding is an event where the horse is judged on quality of gaits, lead changes, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving. Components of Western Riding include

- Patterns with at least 10 cones and one ground pole at least 8 feet in length.
- Cones will be at least 30 feet apart along the sides, at least 15 feet from the rail, with 50 – 80 feet between.
- The ground pole will be marked with a cone at each end
- The majority of the pattern is done at a lope
- Lead changes to be done at specific points in the pattern. Simple lead changes will not be penalized, but credit will be given for flying changes.



RANCH RIDING

Pattern to be chosen from the approved patterns attachment.

The Ranch Riding horse should reflect the versatility, attitude, and movement of a working horse.

The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse does not have to be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations.

Requirements:

- Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance.
- The required maneuvers will include the walk, jog, and lope both directions: and the extended jog and lope at least one direction; as well as stops, turn to change directions, and back.
- Three optional maneuvers may include a side pass, turns of 360 or more, change of lead (simple or flying), walk, jog, or lope over a pole(s); or some combination of maneuvers that would be reasonable for a ranch horse to perform.
- The maneuvers may be arranged in various combinations with final approval by the judge.
- The overall cadence and performance of the gaits should be with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
- No time limit.
- One of the suggested 3 patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers are included plus 3 or more optional maneuvers are included.
- Failure to perform a required maneuver will result in a horse placing below all other horses that perform all maneuvers

BARREL RACING AND POLE BENDING

Barrel racing and pole bending are fun and competitive sports that stimulate excitement and a higher activity level amongst 4-H youth.

Guidelines

- A separate horse may be used for barrel racing and pole bending.
- Western attire is required.
- Running martingales are not allowed, however tie-downs are allowed.
- Members are required to walk in and out of the arena.

Class Routine

The contestant is allowed a running start from inside the arena, or enclosed entry alley, 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 or pole carries a five second penalty per barrel or pole. Failure to follow the course will disqualify the contestant.

WALK/TROT BARREL RACING AND POLE BENDING

Walk Trot Barrel Racing is open to youth in any age, in their first or second year of riding or 4-H. Same rules will apply as above, with a few additional rules for Walk Trot Barrel Racing.

1. Only the gaits of walk or trotting are allowed. If a participant breaks gait (a lope), they will be disqualified.
2. It is encouraged that closed reins are the appropriate tack to use when competing in this event.

Barrel Racing **& Pole Bending Award** Times will be as follows:

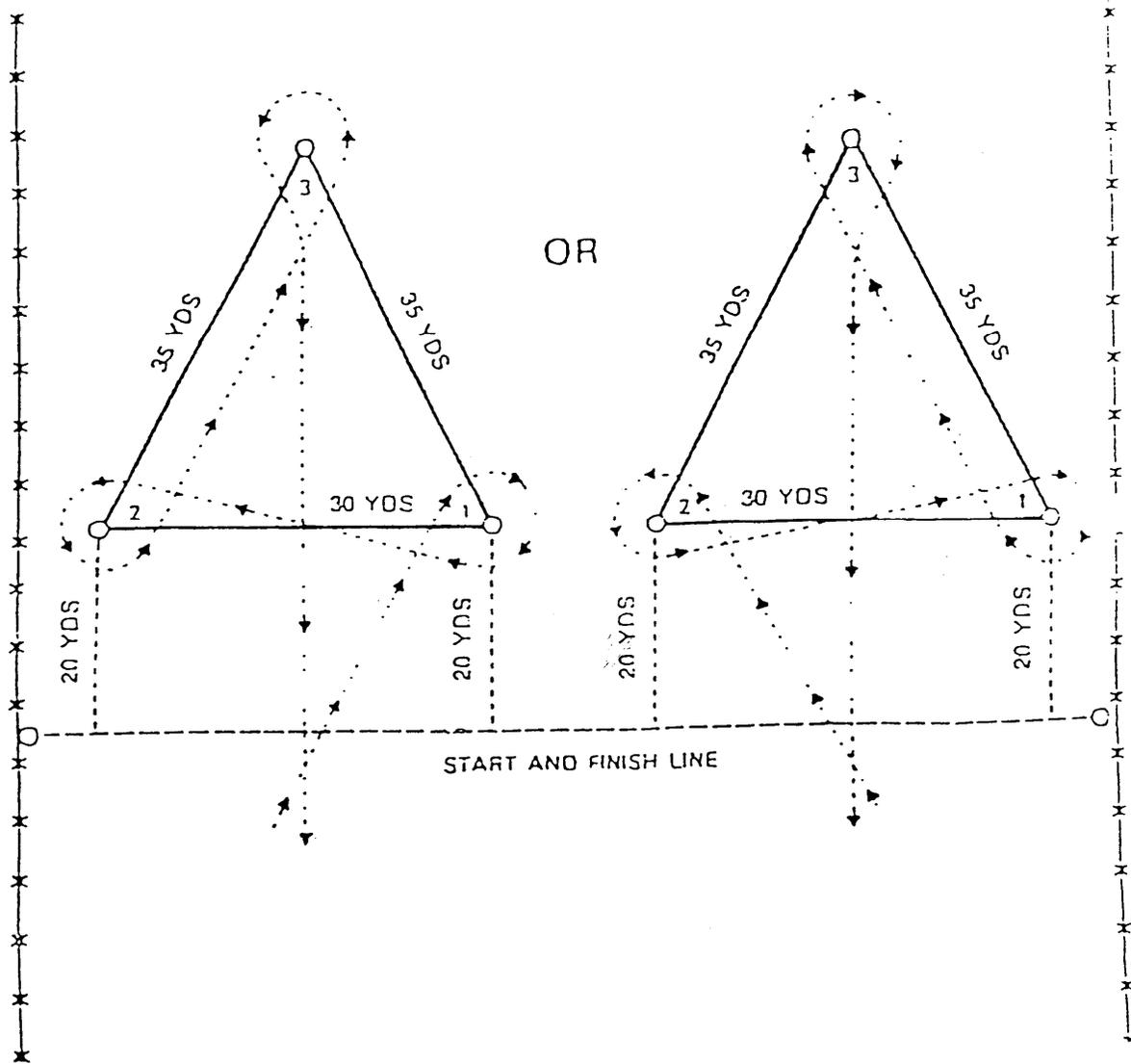
Blue: less than 60 seconds

Red: 1 minute to 1 minute 30 seconds

White: 1 minute 30 seconds to 2 minutes

(These times and ribbons are for county show qualifying classes. The District Show places the class 1-6.)

BARREL RACING PATTERN



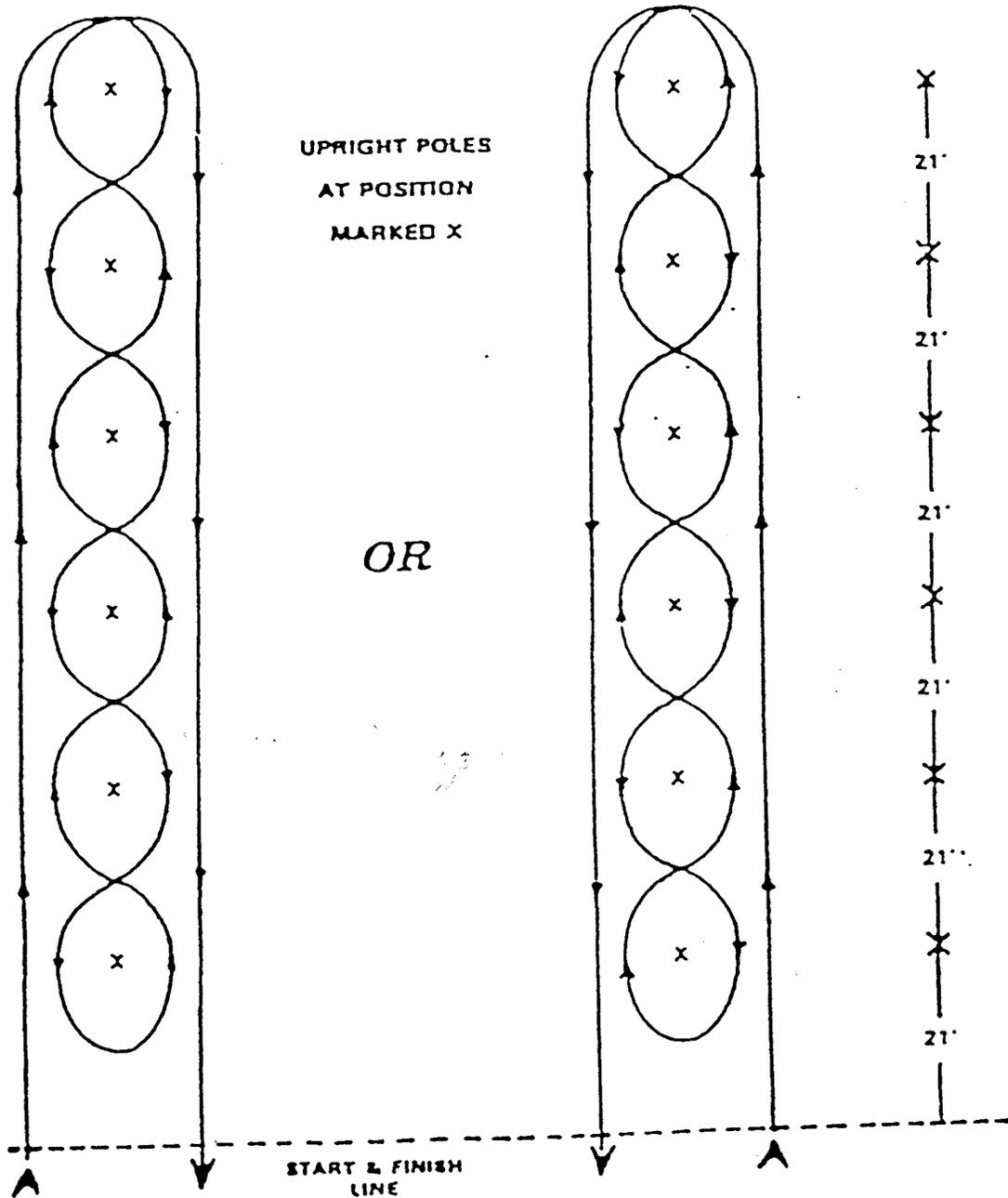
The distance between the barrels may be modified to assure the barrels are at least 10 feet from the fence.

Barrel Racing Award Times:

	<u>Blue</u>	<u>Red</u>	<u>White</u>
Junior 1	less than 30 sec	to 40 sec	over
Junior 2	less than 28 sec	to 38 sec	over
Intermediate	less than 26 sec	to 36 sec	over
Senior	less than 24 sec	to 34 sec	over

(These times and ribbons are for county show qualifying classes. The District Show places the class 1-6)

POLE BENDING PATTERN



Pole Bending Award Times:

	<u>Blue</u>	<u>Red</u>	<u>White</u>
Junior 1	less than 35 sec	to 45 sec	over
Junior 2	less than 33 sec	to 43 sec	over
Intermediate	less than 31 sec	to 41 sec	over
Senior	less than 29 sec	to 39 sec	over

(These times and ribbons are for county show qualifying classes. The District Show places the class 1-6.)

ENGLISH PERFORMANCE CLASSES

ENGLISH PLEASURE

Horses in the English Pleasure class will be shown at a walk, trot, and canter both ways of the ring. Horses are to reverse to the inside, away from the rail. Exhibitors may be required to reverse at the walk or trot at the discretion of the judge, but shall not be asked to reverse at the canter. Horses will be asked to back up. Horses should back easily and stand quietly. Horses will be judged on manners, performance, and suitability for the class.

Gaits:

The **walk** is a forward, flat-footed, working walk. The **trot** is a long, low ground covering two-beat gait. The **canter** should be a smooth and free moving three-beat gait.

ENGLISH EQUITATION

Pattern to be chosen from the approved patterns attachment.

English Equitation is an evaluation based on the ability of a rider to perform various maneuvers in harmony with his/her horse. Riders will be judged on seat, hands, and the ability to show his/her horse to the best of its ability. Maneuvers may include walk, trot, canter, halt, extended trot, change of diagonal, turn on the forehand, flying lead changes, simple lead changes, and canter on counter lead. **Riders will not be asked to mount or dismount.**

The rider's methods of achieving good horse performance are to be considered more important than the performance of the horse.

BODY POSITION

Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should an emergency arise.

Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Hands should not be held tightly together. The rider should maintain light contact with the horse's mouth at all times.

Basic Position: The rider should sit erect and proud. Eyes should be up and the shoulders back. Toes should be at an angle best suited to the riders' conformation, ankles flexed in, heels down, calf of leg in light contact with horse and slightly behind the girth. Irons should be placed under the balls of the feet, not on the toes, with even pressure on the entire width of the soles and centers of the irons. Foot position should be natural, neither extremely in nor out; however, leg contact should be maintained.

Position in Motion: At the walk, sitting trot, and canter, the body should be a couple of degrees in front of the vertical. At the posting trot the body should be inclined forward, slight elevation in the saddle.

ENGLISH EQUITATION OVER FENCES

Pattern to be chosen from the approved patterns attachment.

The rider will be judged on style over fences, even hunting pace, flat work, manners, and way of going. **Riders must wear an SEI certified helmet with chin strap fastened.** Classes will be per competitor's ability, not age. Riders and horses designated as walk-trot in other English classes may enter Level A1 only. Age division riders may enter any one of the levels, including Level A1.

Course will be as follows:

Level	Approach	Jump Height	Jump Type
A1	Trot only	Ground rail	Ground rail
I	Trot or Canter	18 inches	Both Cross rails
II	Trot or Canter	2 feet	1 Cross rail, 1 vertical
III	Canter	2 feet, 3 inches	1 Cross rail, 1 vertical
IV	Canter	2 feet, 6 inches	Both level rails

Class routine

Warm-up over the jumps will be allowed prior to Level 1 class.

Course will be posted prior to class. Horses are required to complete a course of up to five jumps maximum using two fences. All fences are required to have wings and ground rails. Jumps do not have to be set on a line. However, if the jumps are set on a line they must be set 60 feet apart. A ground line is required for each jump.

Each competitor must circle once before approaching the first obstacle, and then proceed around the course, keeping an even pace throughout the run. A total of three disobedience's which can include any of the following: refusal, stop, run out, or extra circle will be a disqualification.

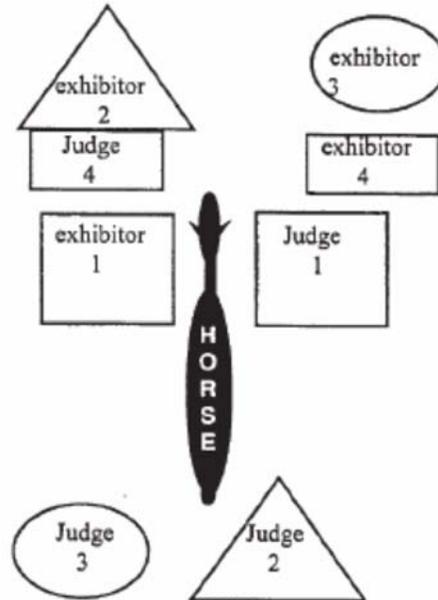
The judge may call riders back for rail work.

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county. (see patterns book for checklist).

MINI HORSE CLASSES

Showmanship

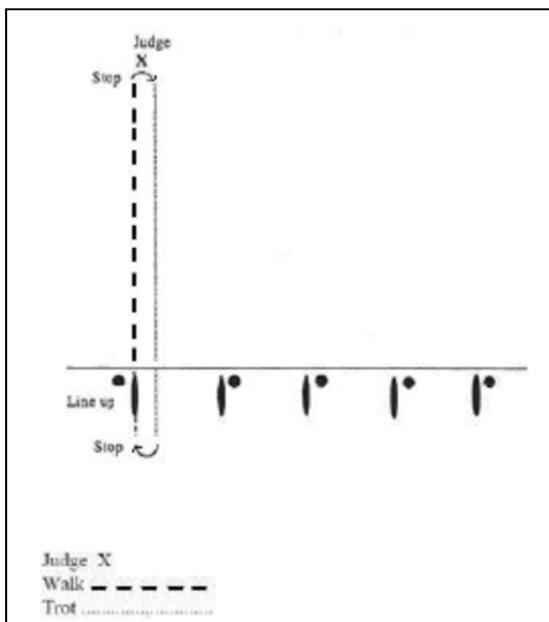
In Showmanship classes exhibitors are to show to the judge only. Only the handler is judged. The horse is merely a prop to show the showmanship ability of the handler. The half system will be used in exhibiting your horse.



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.

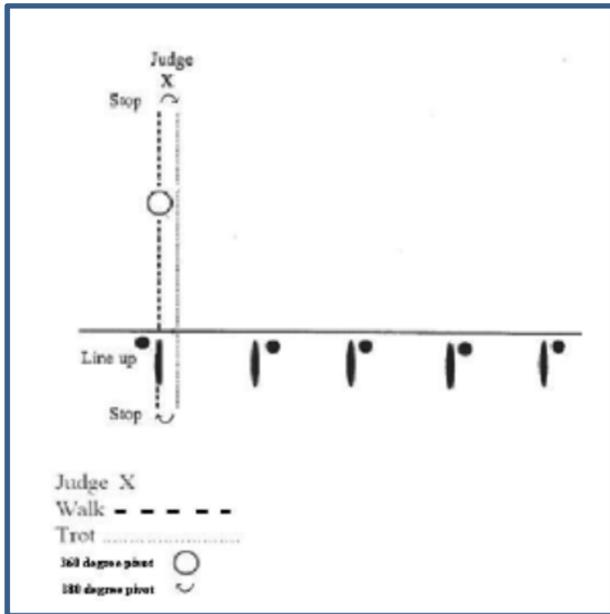
Showmanship patterns will be posted 1 hr prior to the show. Patterns will be selected among the following three patterns.

Pattern #1



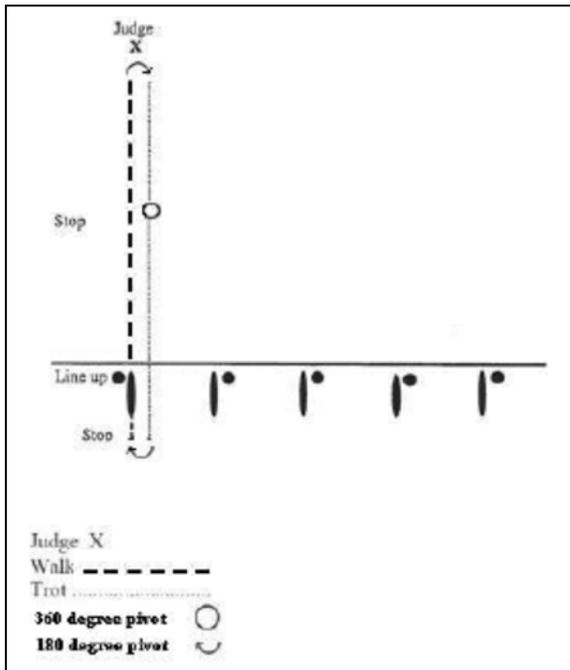
Walk to the Judge in a straight line. Stop and set up your horse. Upon acknowledgment from the Judge, do a 180 degree turn. Trot in a straight line, past the line-up, stop. Do a 180 degree turn. Walk horse forward to the exact spot in the line-up (where you were when you started the pattern) and set your horse up.

Pattern #2



Walk toward the Judge in a straight line. Stop $\frac{1}{2}$ way between the line-up and the Judge and do a 360 degree pivot and stop. All pivots are to be to the right. Continue at a walk (in a straight line) toward the Judge. Stop and set up your horse. Upon acknowledgement from the Judge, do a 180 degree pivot. Trot in a straight line, past the line-up and stop. Do a 180 degree pivot. Walk horse forward to the exact spot in the line-up and set up horse.

Pattern #3



Walk to the Judge, stop and set up your horse. Upon acknowledgement from the Judge, do a 180 degree pivot. All pivots are to be to the right. Trot (in a straight line) toward the line-up. Stop $\frac{1}{2}$ way between the Judge and the line-up and do a 360 degree pivot and stop. Continue at a trot in a straight line, past the line-up and stop. Do a 180 degree pivot. Walk horse forward to the exact spot in the line-up and set up your horse.

Showmanship will be based on the following:

Appearance of Exhibitor: 10 points
 Appearance of Horse: 40 points
 15 pts – conditioning
 15 pts – grooming of horse
 5 pts – trimming
 5 pts – tack

Showing of Horse in Ring: 50 points
 15 pts – Leading
 15 pts – Posing
 20 pts – Poise, alertness, & merits

Jumping

Courses will be posted 1 hour prior to the scheduled time of class. 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. The minimum age for a horse to enter jumper is 3 years old. The person showing a jumper cannot jump the course with the horse. Jumpers may show with braided manes and tails in the manner of their larger counterparts. All jumps used in performance classes must be collapsible.

Faults:

Knockdowns, Refusals, and Circling

Disqualifications:

Three (3) refusals, off course, fall of horse and/or exhibitor

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: 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 twenty feet between jumps, with the exceptions of an in and out. All jumps must have a ground pole. Jump standards may not be higher than 40". In and out Jump is considered one obstacle and scored as such. 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.

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.

Timing will begin when the halter is dropped. Exhibitor has 1.5 minutes for performance and then 2 minutes for the catch. If the catch is not completed in the 2 minutes allotted the exhibitor is disqualified.

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 disqualification. Only the exhibitor can touch the horse during the catch. The horse must be caught and haltered by the exhibitor only. Music is required. All horses must be at least one year old.

Exhibitor and assistant should wear appropriate, tasteful attire. A safe costume or theme outfit is allowed for exhibitor and assistant only. The horse must be shown natural, no costume, no glitter, no ribbons.

Disqualifications: Horse falls during performance and horse leaves the ring during competition or catch time.

Costume Class

Costume classes are to be judged 75% on originality of costume and 25% on presentation.

Horses are to be shown at a walk both ways of the arena and lined up in the middle of the arena for final judging. Costume entries may be led, or driven and may utilize one or more handlers, horses and or other animals. Costumes must be considered safe.

Obstacle Halter (In-hand trail)

Obstacle Driving

The obstacle course must be posted at the Show Office not less than one hour prior to the class. Horses must be at least one year old for halter obstacle and three years old for obstacle driving. No one may show before a Judge in classes where the exhibitor has designed the course in that class. A horse can only be shown by one exhibitor per level/age group. All obstacles must be numbered on the course in order of sequence.

Classes will be judged 100% on the manner of horse's performance through the course. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of the three (3) obstacles shall be cause for disqualification.

Cantering is penalized in obstacle driving.

Obstacle requirements

1. Must be a minimum of 5 maximum of 8 obstacles.
2. Tires and stair steps are prohibited.
3. Jumps are prohibited.

In shows where more than one obstacle class is offered at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.

Edible treats to encourage an animal to perform one of the obstacles are not allowed.

All obstacles should be safe for exhibitors as well as for horses.

Off course will result in elimination from the class and no points, ribbons or awards will be presented. Off course is defined as:

1. Taking an obstacle in the wrong direction.
2. Negotiating an obstacle from the wrong side.
3. Skipping an obstacle unless directed by Judge.
4. Negotiating obstacles in the wrong sequence.
5. No physically moving, or coercing the horse by touching. It is to be the Judge's discretion to disqualify. Attendants 16 years if age and older, may be allowed in the ring during Youth Halter Obstacle for safety purposes only. Attendant must not interfere with or influence individual's or equine's performance.
6. Miniature leaving the obstacle course.

Driving obstacle horses shall be shown in a suitable two-wheeled cart.

Barrel Racing and Pole Bending

Barrels and poles 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.

Guidelines

- A separate horse may be used for barrel racing and pole bending.
- Western attire is required.
- Youth will be disqualified if he/she falls.

Class Routine

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 or pole carries a five second penalty per barrel or pole. Failure to follow the course will disqualify the contestant.

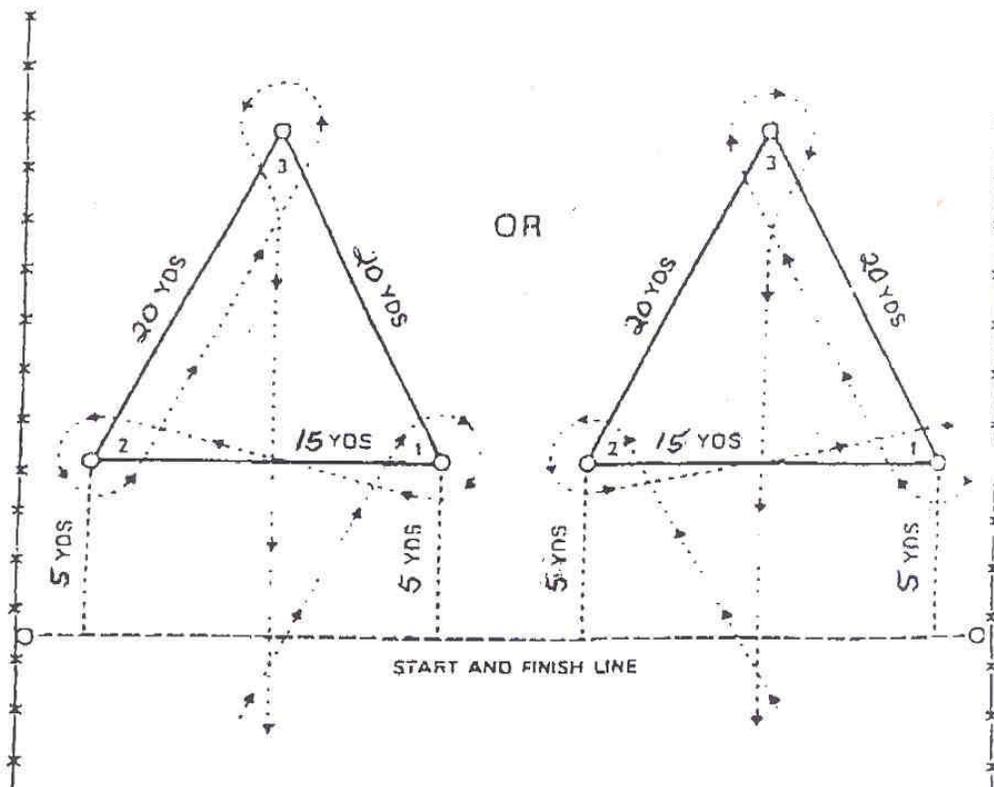
In Hand Barrels

Barrel Racing Award Times

Ribbon Color	Blue	Red	White
Youth 12 and under	less than 26 sec	27-36 sec	over 37 sec.
Youth 13 and over	less than 24 sec	25 -34 sec	over 35 sec

(These times and ribbons are for county show qualifying classes. The District Show places the class 1-6.)

MINIATURE HORSE BARREL RACING PATTERN

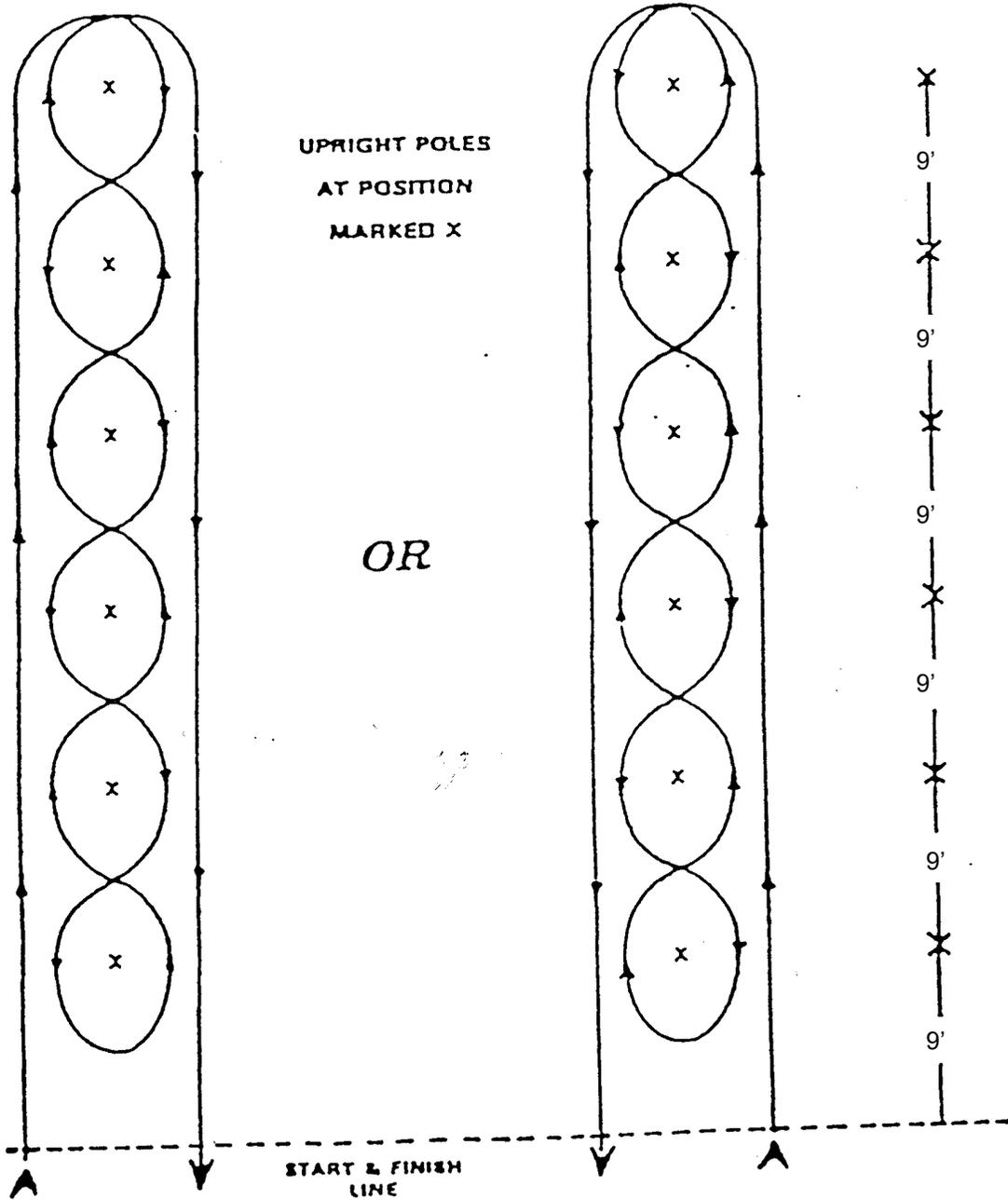


In Hand Poles

Poll Bending Award Times

Ribbon Color	Blue	Red	White
Youth 12 and under	less than 26 sec	27-36 sec	over 37 sec.
Youth 13 and over	less than 24 sec	25 -34 sec	over 35 sec

(These times and ribbons are for county show qualifying classes. The District Show places the class 1-6.)



Pleasure Driving

For safety reasons miniature and large horses will stay in designated areas during the pleasure driving event.

Pleasure driving is to be shown in a two wheel cart only. Bike tires or wooden wheels are permissible.

Harness in the pleasure divisions must be of the light type. Breast collars or light collars are permissible, but no full harness allowed. Britching is optional. Side or over-checks are required. When shown the horse must have blinders (round or square) and the check must be hooked. No other appliances may be used on a driving horse other than the harness.

Bits in the driving division shall be of the snaffle type. NO Liverpool bits, curb chains or curb straps are allowed. Martingales may or may not be used. Check bits may be used but are not required.

Driving whips, if used, must be of suitable style and the tip of the lash must not reach past the shoulder of the horse.

Pleasure Driving; class conditions

Ring Procedure: Pleasure driving horses are to enter the ring counterclockwise at a pleasure trot. To be shown both ways of the arena at a walk, pleasure trot and a extended trot. To stand quietly and to rein back. To be judged 60% on performance, manners and way of going, 30% on the conditions, fit and appropriateness of harness and vehicle, and 10% on neatness, appropriateness of attire and overall impression. Over checks and side checks should be slightly loose, not snug. The head set should appear natural for the horse. Excessive knee action and speed to be penalized.

Walk: A free, regular and forward moving four beat gait. The horse should walk energetically, but calmly, with an even and determined gait.

Pleasure Trot: A balanced, easy moving, relaxed two beat gait demonstrating forward movement.

Extended Trot: a clear increase in gait and length of stride. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement.

Southern District III Horse and Pony Show Example Patterns

Please see separate book of patterns

Showmanship

Jr., Jr. Horse 5 and under Patterns 1 and 2
Intermediate Patterns 1 and 2
Senior Patterns 1 and 2

Ranch Riding

Pattern 1
Pattern 2
Pattern 3

Western Horsemanship

Walk/Trot Pattern 1 and 2
Jr. and Jr. Horse 5 and under
Intermediate
Senior

Western Reining

Walk/Trot Patterns 1-4
Jr., and Jr. Horse 5 and under Patterns 1-4
Intermediate Patterns 1-4
Senior Patterns 1-4

Western Riding

Pattern 1
Pattern 2

English Equitation

Jr., Patterns 1-2
Intermediate and Senior Patterns 1-2

English Equitation over Fences

Level A1 ground rails
Level I Patterns 1-2
Level II, III, IV Patterns 1-2

Horsemanship Skills Check-list

Walk Trot
Junior
Intermediate
Senior

Ranch Horse Skills Check-list

Level 1
Level 2
Level 3