



# ***Kansas***



## **4-H**

# **Horse Show**

## ***Rule Book***

***Revised Spring 2013***  
***[www.kansas4-H.org](http://www.kansas4-H.org)***

Kansas State University Agricultural Experiment Station  
and Cooperative Extension Service



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For a printer-friendly version of this book, visit the 4-H website, [www.kansas4-H.org](http://www.kansas4-H.org), and select the Publications link.

	Achievement Level I Knowledge Test	Achievement Level I Leadership and Educational Activities	Achievement Level I Horsemanship Skills	Achievement Level II Knowledge Test	Achievement Level II Leadership and Educational Activities	Achievement Level II Horsemanship Skills	Achievement Level II Leadership and Educational Activities	Achievement Level II Horsemanship Skills
<b>Intermediate</b>								
Showmanship and Halter	X	X	X*Groundwork only					
Riding Classes	X	X	X					
<b>Senior</b>								
Showmanship and Halter	X	X	X*Groundwork only	X	X			
Riding Classes	X	X	X	X	X			X
2-year-old snaffle bit project and 3-year-old snaffle bit project	X	X	X	X	X			X

\*\*\* Senior youth who wish to participate in the 2-year-old snaffle bit project and/or the 3-year-old project must be Achievement Level II certified prior to the entry deadline for the Kansas State Fair.

# Introduction

This rule book establishes uniform regulations and procedures to qualify for, and participate in, the Kansas 4-H Horse Show(s). The rules govern the local shows, state show, district shows, and all shows used to qualify contestants for district shows.

Classes that fit the majority of Kansas 4-H members are offered in the State Horse Show programs. Local and county shows may include other classes where necessary.

The Kansas 4-H Horse Show should promote an educational atmosphere for those who participate in the district and state horse show(s).

4-H participants will be divided into three age divisions based on age before January 1st of the current 4-H year:

- Juniors: ages 7 to 8 (only eligible at the local level)
- Intermediates: ages 9 to 13
- Seniors: ages 14 to 18

To be eligible to participate at the **district and/or state levels** youth must have successfully met the requirements shown in the table on the left.

## Objectives

The purpose of the horse project is to help Kansas youth:

- Learn safety precautions to prevent injuries to themselves, others, and their mounts.
- Develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits and characteristics.
- Experience the pride and responsibility of owning or managing a horse or pony.
- Appreciate horseback riding as a healthful and wholesome form of recreation.
- Acquire skills and fundamental knowledge in basic horsemanship.
- Acquire knowledge of breeding, raising, feeding, and training horses.
- Realize a greater love for animals and a humane attitude toward them.

- Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.

## Use Of The Name and Emblem

The use of the name and emblem of 4-H is regulated by federal law. This law states that only activities or programs under the supervision of the Cooperative Extension Service may use the name and emblem of 4-H. Shows or events sponsored by other organizations or individuals and shows that do not provide separate classes for 4-H members are not permitted to use the name and emblem.

## Ownership and Leasing

Each project horse must be managed according to the following guidelines:

- **Ownership** – Youth may own the horse themselves, or use a family-owned horse (immediate family: mother, father, stepparent, brother, sister, grandparent, or legal guardian). In any case, the youth participant must manage (feed, exercise, groom, train, etc.) the horse at least 75 percent of the time from May 1 through September 30. The 4-H project year starts in October and goes through September of the following year. Members should be expected to start their horse record on October 1, or as soon as they purchase their horse. The project horse must be identified through the county or district extension office no later than May 1.
- **Leasing** – The leasing option is intended for youth who are unable to participate fully in the 4-H horse project because they do not have access to family-owned horses. Youth may lease a horse for use as a 4-H project horse, provided that they manage the horse at least 75 percent of the time from May 1 through September 30. Members are expected to start their records on October 1, or as soon as they lease their horses.

A project horse that is leased must be identified through the county or district extension office no later than May 1. A 4-H member may identify only one leased horse per year, and may not identify any family-owned horse if a leased horse has been identified. 4-H'ers who enroll in the 2-year-old snaffle bit horse project or the 3-year-old project may also identify a family-owned horse to serve as an "open" project horse but may not identify a family-owned horse for the 2-year-old snaffle bit project. Once a leased horse has been identified as a 2-year-old snaffle bit project or a 3-year-old project, the horse is not eligible for showing in competitive classes at the district show. A 4-H'er using a leased horse for either an open project horse, 2-year-old snaffle bit horse, or 3-year-old project horse must abide by all other rules.

If a 4-H member leases his or her project horse to another 4-H member, the leaser forfeits the right to use the horse.

**Sharing project horses** – Siblings may show the same horse provided they are not in the same class. If both are in the same age classification, they must decide what classes each will show in. In any case, they must share management of the horse.

## Identification

To exhibit at a 4-H horse show the 4-H member must properly identify his or her owned or leased horse project on a 4-H horse identification certificate (K-State Research and Extension publication P1039). **The new or multi-year horse identification certificate must be submitted to the local K-State Research and Extension office annually on or before May 1 of the current 4-H year.**

## Age

The standard age classification will be followed for 4-H horse shows (January 1 is the universal date for all horses).

Age is defined as the 4-H member's age before January 1 of the 4-H year. Anyone who is 19 before January 1 is ineligible for 4-H competition.

# General Show Management

A public announcement will be made well in advance with information about the date, time, location, and list of events for the show. The announcement should also include when, where, and how participants are to make entries. The management should provide the following facilities:

- Show ring of adequate size and conditions. Suggested arena size should be a minimum of 100 feet by 175 feet. (Regulation size is 125 feet by 225 feet.)
- Necessary equipment for officials.
- Parking and seating for spectators.
- Exercise arena for exhibitors.
- Restrooms, food, drinking water, and other considerations for comfort of exhibitors and spectators.
- The management should consist of the following individuals to assure a smooth running show:
  - Show Superintendent
  - Judge
  - Ring Stewards
  - Announcer
  - Secretary
  - Entry and ID Clerks
  - Gate persons
  - Appeals Committee

An explanation of proceedings should be carried over the public address system while the show is in progress to inform the public of events being conducted.

When the number of entries is large, the management should reserve the right to split any class into preliminary heats to provide maximum benefit to both the 4-H'er and the judge. It is suggested that the judge review procedures with contestants, announcer, and ring stewards before the show, to assure mutual understanding of signals and show procedures.

If the judge does not choose to post a class pattern, the pattern will be announced publicly at the start of the class. Contestants may be called into the ring, and the judge will repeat the instructions for riders. If any rider has questions about the pattern, he or she may ask them at the end of the judge's explanation. All patterns should be posted at least 30 minutes before the respective class for which the pattern will be used.

Each class should be called at least two times before the last call. This should be done within a time period not to exceed 10 minutes between calls. After the final class call has been made, exhibitors will be given up to two minutes or at the judge's discretion to enter the arena. It is the responsibility of the exhibitor to be aware of the status of his or her class.

**District show judges are to be selected from the approved horse show judges list updated annually.**

## **General Show Rules**

General Show Rules will apply to all individual class rules.

Questions regarding conduct or rules of the show should be referred to the show management. If a problem exists, it will be presented to the appeals committee. This committee will consist of the show manager and two other agents or leaders. The appeals committee can confer with the judge; however the judge's decisions and placings will be considered final. **At no time should the contestants or parents be allowed to confront the judge during the show.**

**All contestants and family members are expected to display proper conduct and courtesy at all times. Unsportsmanlike conduct will not be tolerated and will result in forfeiture of all placings and qualifications earned that day.**

Only current 4-H members are allowed to ride 4-H horses on the grounds of a 4-H show. Each exhibitor will be issued a contestant identification number. **The number is to be fastened on the exhibitor's back and must be worn at all times while working with the horse.** Trainers, parents, and other adults are prohibited from providing training for a

horse. This includes, but is not limited to, lunging and riding. Violation will result in disqualification at the discretion of show management.

Outerwear, such as sweatshirts or coats, is prohibited in the show ring for competition, unless the judge approves outerwear for the show. If the judge allows outerwear a public announcement will be made before the show. The judge may announce that hats are optional for performance classes, depending on weather conditions.

Only mares and geldings may be shown at halter and under saddle.

Hoof black is optional and will not count over a well-cleaned, neat hoof.

Bats can be used in timed events only and must be leather, leather-covered, or well-covered with other material and must be flexible. Any bat must be used behind the cinch.

If class entries are considered insufficient to hold a class (fewer than three entries), show management has the option to combine Western classes (stock-type with not-stock-type and/or pony Western pleasure) within an age classification.

Under ordinary conditions, equipment should not break during the performance, nor should it be changed after the class starts, except by permission from the ring steward or judge. The judge may disqualify an exhibitor for broken equipment.

Any rider not having his or her mount under sufficient control may be dismissed from the ring and disqualified at the discretion of the judge.

Horses must be serviceably sound. Signs of pain shall result in dismissal from the arena or show.

Riders will not be asked to change horses with any other contestant at any time.

Riders ages 13 and younger will not be asked to dismount.

**It is the responsibility of the parent or guardian of the 4-H member to see that the headgear worn complies with the approved standards and is in good condition. The Kansas 4-H Horse Action**

**Team strongly supports and encourages the use of ASTM certified/SEI approved safety helmets in all equine events. Protective headgear is encouraged in all classes without discrimination.**

**All exhibitors in hunter hack classes and during fence warm-up exercises are required to wear an approved helmet, which must have the ASTM/SEI sticker intact on the inside of the helmet and a date within the last five years.**

District and state 4-H horse shows will have two age divisions: **Intermediate**, ages 9 to 13, and **Seniors**, ages 14 and older.

Exhibitors may not be tied, buckled, or fastened to a horse or any portion of the saddle or tack. Exception: Any person with a handicap that necessitates such assistance.

## **Kansas 4-H Horse Program Statement of Position on Animal Welfare**

Kansas 4-H horse programs support humane treatment of all horses and ponies and are committed to the following principles:

- Advocating and upholding the welfare of all horses and ponies as a primary concern in all activities of the 4-H Horse program.
- Requiring that all horses and ponies be treated humanely, with respect, and with recommended equine science practices. They will not be mistreated by participants of the 4-H horse program. Participants include 4-H members, exhibitors, parents or guardians, coaches, trainers, instructors, or other persons acting on behalf of 4-H members or exhibitors. The standard thresholds for cruel conduct or inhumane treatment are those that a veterinarian or any reasonable person experienced and informed in equine training, handling, management, and exhibiting procedures would use to determine the presence of abuse, neglect, or deprivation.

- Promoting responsible care in the handling, treatment, and transportation of all horses and ponies.
- Providing for the continuous well-being of all horses and ponies by recommending routine inspections and consultations with health-care specialists, competition officials, and other equine professionals to assure the highest standards of safety, comfort, sanitation, health, and nutrition.
- Promoting continuing education in care, management, handling, training, and horsemanship activities, including new technology and developments within the equine industry.
- Requiring that all Kansas 4-H horse program members follow the rules stated in the current *Kansas 4-H Horse Show Rule Book* and 4-H Youth Development policies, and operates within these regulations in all 4-H equine-related activities.
- Developing, reviewing, and revising rules for equine activities within the 4-H horse program to ensure equine health, welfare, and safety.

## Award Systems

The district shows will use the Danish system of ribbon grouping. The judge will place contestants in one of five ribbon groups, based on the quality of their performance compared to that of an ideal performance. The ribbon groups and their significance are:

**Purple** – An outstanding performance that met all of the class requirements. Contained few, if any, flaws; at the judge’s discretion, Top Purples may be awarded for truly exceptional performances.

**Blue** – A very good performance that met all of the class requirements. The performance contained few flaws and 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 requirements of the class but was below minimum standards. The performance contained several flaws and considerable room for improvement exists.

**Green** – Below average performance; requirements were not met for the class.

The state show will use the American system of awards. Only the first 10 placings will be awarded ribbons based on their comparative performance.

## Entering District and State Horse Shows

To be eligible to participate at the district level: See chart under Introduction Section.

Members must show at their designated district 4-H horse show and receive a purple or blue ribbon to qualify for the state show in showmanship, Western pleasure, Western horsemanship, English pleasure, English equitation, hunter hack, reining, pony Western pleasure, trail, barrel racing, pole bending, flag race, pleasure pairs, and halter classes.

At district and state shows, an exhibitor may not show more than one horse in a particular class and may not enter a class two times. No horse can be used in the same class twice, including those classes that offer several options.

There are no district qualifying events for calf roping, breakaway roping, team roping, costume class, 2-year-old snaffle bit project, or 3-year-old project.

**At the State show, the 4-H'er must show in exactly the same classes with the same horse in which he or she qualified at district show. There will be no substitutions and no exceptions.**

At the district show, substitutions may be made before exhibiting if the horse is identified by May 1. (See 2-year-old snaffle bit project and 3-year-old project rules for additional nomination and identification requirements.)

Due to the limited space available, a maximum of three horses per exhibitor may be entered and shown at the state 4-H show.

Upon arrival at district and state shows, the exhibitor will present the ID certificate to the district and state show entry and ID clerks for examination before receiving show identification numbers.

**Any horse 56 inches (without shoes) and under may show in pony pleasure. A 4-H'er who shows in pony pleasure cannot show in another Western pleasure class.**

All ponies in question will be measured at the check-in area at all district shows. Their height will be put on the ID papers for the state show.

Entry forms for the district and state shows are made through the member's local extension office. District entries are made according to the member's district date, and state entries are due in the state 4-H office August 1.

## **4-H Open Classes**

### **(Western or English)**

#### **Clothing and Equipment**

Refer to Western and English divisions.

#### **Showmanship**

This class is judged on the exhibitor's ability to exhibit his or her animal at halter. Only the exhibitor is to be judged. The horse is merely a prop to demonstrate the exhibitor's abilities. The judge should consider:

- Ability of the 4-H member to move the animal freely at the walk and trot, to set up and pose the animal, and to show it to the best advantage;
- Condition and cleanliness of hair coat, mane, tail, and feet, which should show evidence of regular grooming;
- Neatness of any clipping, trimming, or braiding; and
- Clean, well-fitted tack.

Exhibitors may show in English or Western attire.

Conformation of the horse is not scored; however the horse must be serviceably sound. No consideration

is given to the horse other than fitting and showing, and apparent manners as affected by previous training.

The equipment used by the exhibitor must be appropriate for the style and breed of horse being shown. In English option, English-type halter or bridle may be used.

Whips are permitted in the English option. If whips are used, they should be used as an aid and should never touch the horse. Excess movement of the whip should be avoided.

Two handlers are not permitted, regardless of the style or breed of horse being shown.

Lip chains will not be allowed on any horse in a 4-H horse show. Lead chains positioned over the bridge of the horse's nose will not be allowed. Lip chains through the horse's mouth will not be allowed. The judge or designated show officials have the authority to require the alteration, repositioning, or removal of any piece of equipment that, in their opinion, is unsafe, tends to give unfair advantage, or is deemed inhumane.

Any horse that exhibits disruptive behavior or becomes detached from its handler and is no longer under control by the handler will be disqualified and excused. The exception would be a horse that misbehaves (rearing, backing, falling into others, etc.) because of the inappropriate behavior of another exhibitor's horse. In that case, only the initiating horse shall be disqualified and excused. The decision of the judge on these matters is final.

## **Basis of Scoring Grooming and Showmanship**

The scoring procedure should be used as a general guide for both exhibitor and judge. Fine or technical points should never be overemphasized to the point that they are given more weight than an effective job of presenting a properly groomed and fitted horse.

- **Appearance of Animal — 30 points**
  - Condition — 10 points
  - Grooming — 10 points
  - Trimming — 5 points

- Tack — 5 points
  - Coat clean and free of stains. The horse's coat should show evidence of regular grooming. Hair dressing and powder should be used sparingly.
  - Mane and tail clean and free of tangles.
  - Hooves trimmed and shaped to enable the animal to walk and stand naturally. If shod, shoes must fit and not show undue wear. Clinches should be smooth; hoof dressing permitted.
  - Tack and equipment should be clean, neat, and should fit properly.
  - Exhibitor should be neat and clean.
  - Excess hair should be clipped or trimmed from around fetlocks and head. Horse may be totally clipped or not, as exhibitor wishes, but clipping should not be used as a substitute for proper grooming.
  - Braiding, if used, should be neat and suitable for the type of horse. Western manes may be banded (sectioned off using rubber bands).
- **Showmanship — 70 points**
  - Showmanship — 40 points
  - Presentation — 30 points
    - Walk on the animal's left (near) side holding the lead strap in the right hand, near the halter. The exhibitor's hand should not be on the chain of the lead shank. The remaining portion of the lead strap is held neatly and safely in the left hand, either in a figure eight or one or two large loops. A tightly coiled or rolled lead shank will be considered a fault in showmanship. Turns of 90° or more should be executed to the right.
    - When leading the horse, the exhibitor should walk so that his or her body is even with the horse's neck and halfway between the head and shoulders. Move in a brisk manner.

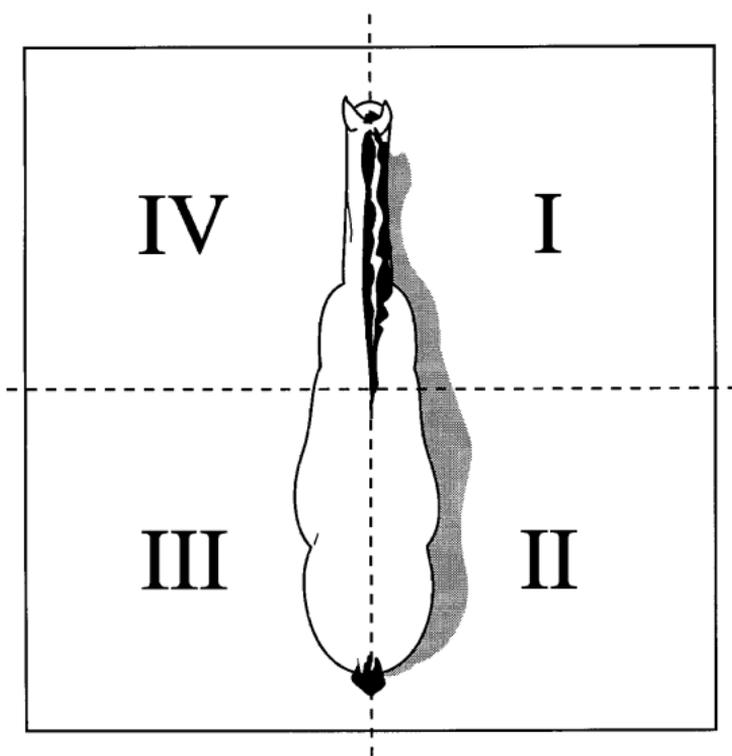
- When lining up, pose the animal with its feet placed according to its type and use.
- At the judge's direction, each exhibitor will be called upon to move his or her horse individually. When moving the horse, be sure that the judge gets a clear, unobstructed view of the horse's action by allowing the horse to move forward freely and in a straight line.
- When posing the horse, stand toward the front facing the horse, but not directly in front of the horse, and always in a position that keeps the judge in view.
- Stand the horse according to its type, breed, or use. Do most of the showing with the lead strap. Never kick or physically move a horse's leg into position.
- Do not crowd the exhibitor next to you when leading into a side-by-side position. Do not crowd the exhibitor in front when leading into a head-to-tail position.
- When the judge is observing other animals, let yours stand if posed reasonably well.
- Be natural. Over showing, undue fussing, and maneuvering are objectionable.

## The Quarter Method of Showing

The following suggested guidelines of movement are meant to serve as an illustration of proper movement around the horse while showing in Halter and Showmanship, and are for exhibitor information.

Imaginary lines divide the horse into four equal parts as seen in the figure below. (Note: The horse has been sectioned into four parts numbered I, II, III, and IV for 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 exhibitor should be in IV. As the judge moves to II, the exhibitor should move to I. When the judge moves to III, the exhibitor moves to IV. As the judges move up to IV, the exhibitor returns once more to I.

This method is based on safety, as the exhibitor can keep the horse's hindquarters from swinging toward the judge should the horse become fractious.



# Halter (Conformation) Classes

Halter class is defined as a class where the horse is judged based upon its conformation, that is, its physical appearance. Conformation is one of the largest influences on performance; as such, halter class standards should stress the relationship of conformational attributes that enhance athletic performance.

Therefore, the purpose of the class is to preserve breed or type by selecting well-mannered individuals that most closely resemble the breed ideal.

Halter class rankings are to be based upon objective evaluation of an adequately controlled horse exhibiting the most positive combination of balance, structural correctness, and degree and quality of muscling. Correctness of movement along with appropriate breed and sex characteristics are also taken into account.

- All horses showing in conformation shall be individually inspected for conformational standards and evaluated for quality of movement. Lameness and unsoundness should be cause for disqualification.
- Lip chains will not be allowed on any horse in 4-H horse show competition. Lead chains positioned over the bridge of the horse's nose will not be allowed. Lip chains or chains through the horse's mouth will not be allowed. The judge or designated show officials have the authority to require the alteration, repositioning, or removal of any piece of equipment which, in their opinion, is unsafe, tends to give unfair advantage, or is deemed inhumane.
- Any horse that exhibits disruptive behavior or becomes detached from its handler and is no longer under control by the handler will be disqualified and excused. The exception would be a horse that misbehaves (rearing, backing, falling into others, etc.) because of the inappropriate behavior of another exhibitor's horse. In that case, only the initiating horse shall be disqualified and excused. The decision of the judge on these matters is final.

# Trail Class

(Open to English and Western)

This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.

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

Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying its head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Gait between obstacles shall be at the discretion of the judge. Any horse not beginning an obstacle (except gate) within 30 seconds may be motioned on to the next obstacle by the judge and will be penalized accordingly. The judge's decision to motion the rider is final and not subject to protest.

The course to be used must be posted at least 30 minutes before scheduled starting time of the class.

Scoring will be on the basis of 0 to 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 1½ to minus

1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

### **0 – SCORE**

- Use of more than one finger between reins.
- Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.
- Performing the obstacles incorrectly or other than in specified order.
- No attempt to perform an obstacle.
- Equipment failure that delays completion of pattern.
- Excessively or repeatedly touching the horse on the neck to lower the head.
- Fall to the ground by horse or rider.
- Failure to enter, exit, or work obstacle from correct side or direction, including overturns of more than ¼ turn.
- Failure to work an obstacle in any manner other than how it's described by the course.
- Riding outside designated boundary marker of the arena or course area.
- Third refusal.
- Incorrect use of the romal.
- Failure to demonstrate correct lead or gait when specified.

### **1/2 POINT**

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

### **1 POINT**

- Each hit of or stepping on a log, pole, cone, or obstacle.
- Incorrect 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; when loping over a pole, failure to have both front legs on one side of the pole and both hind legs on the other. The pole is not split between the front or hind legs.
- Failure to meet the correct strides on trot over and lope over log obstacles.

### **3 POINTS**

- Break of gait at walk or jog for more than two strides.
- Out of lead or break of gait at lope (except when correcting an incorrect lead).
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot.

### **5 POINTS**

- Failure to follow the correct line of travel within or between obstacles.
- Dropping slicker or object required to be carried on course.
- First refusal, balk, or attempting to evade an obstacle by shying or backing more than two strides away.
- Letting go of gate or dropping rope gate.
- Use of either hand to instill fear or praise.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot.
- Blatant disobedience (kicking out, bucking, rearing, striking).
- Failure to complete obstacle.
- Second refusal.

Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. When the distances and spaces are measured between all obstacles, the inside

base to inside base measurement of each obstacle, considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog at least 30 feet and lope at least 50 feet for the judges to evaluate these gaits.

If disrupted, the course shall be reset after each horse has worked. In the case that a combination of obstacles are used, the course cannot be reset until the contestant finishes the entire course, regardless of where any disruption occurs.

At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three others selected from the list of optional obstacles.

### **A. Mandatory obstacles:**

- Opening, passing through, and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider. If the gate has a metal, plastic, or wooden support bar under the opening, contestants must work the gate moving forward through it.
- Ride over at least four logs or poles. These can be in a straight line, curved, zigzag, or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. Trot overs and lope overs cannot be elevated in novice classes. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot overs, and lope overs should be as follows or increments thereof.
  - The spacing for walkovers shall be 20 inches to 24 inches and may be elevated to 12 inches. Elevated walkovers should be set at least 22 inches apart.
  - The spacing for trot overs shall be 3 feet to 3 feet 6 inches and may be elevated to 8 inches.
  - The spacing for lope overs shall be 6 feet to 7 feet or increments thereof, and may be elevated to 8 inches.

- Backing obstacle. Backing obstacles to be spaced a minimum of 28 inches. If elevated, 30-inch spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
  - Back through and around at least three markers.
  - Back through L, V, U, straight, or similar-shaped course. May be elevated no more than 24 inches.

## **B. Optional obstacles, but not limited to:**

- Water hazard (ditch or small pond). No metal or slick bottom-boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be minimum of 6 feet for jog.
- Carry object from one part of arena to another. (Only objects that reasonably might be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum width shall be 36 inches wide and at least 6 feet long). Bridge should be sturdy, safe, and negotiated at a walk only.
- Put on and remove slicker.
- Remove and replace materials from mailbox.
- Side pass (may be elevated to 12-inch maximum).
- An obstacle consisting of four logs or rails, each 5 feet to 7 feet long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
- Any other safe and negotiable obstacle that could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
- A combination of two or more of any obstacle is acceptable.

## **C. Unacceptable obstacles:**

- Tires
- Animals
- Hides

- PVC pipe
- Dismounting
- Jumps
- Rocking or moving bridges
- Water box with floating or moving parts
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll
- Ground ties

The judge must 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 or she deems unsafe or non-negotiable. 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.

## Pleasure Pairs

Each county or extension district may enter teams consisting of two mounted riders. The judging will be based on the ability of the team to perform together.

The riders may show in either English or Western tack. The riders will show abreast at a walk, trot, jog, canter, or lope, both ways of the ring. The judge may ask for any other reasonable tests. Refer to pages 32, 45, and 49 for rules on pleasure classes.

### Basis for Judging

- 50 percent performance
- 20 percent manners
- 20 percent conformation and similarity of type (color not to be considered)
- 10 percent on appointments

Rules for appropriate pleasure class division will apply in this class. Refer to sections on Western Pleasure, English Pleasure, and Saddle Seat Pleasure for more information.

# Team Versatility

Guidelines for qualifying district horse show team members.

- Three team versatility members will be selected from each of the seven district shows for a total of 21 possible contestants. Judges at each of the district shows will be asked to rank the top three individuals from western horsemanship, hunt seat equitation, and barrel racing in the senior division. The first place in each of the three classes will be elected as the team members for that district.
- If one individual wins more than one of the three classes, they will choose which class they want to represent. The second place of the other class in which the same individual received first place will then be eligible for the team of three. An individual can elect not to participate, and the next individual in order will then receive the honor of representing the district at state. The horse and rider combination must be qualified for the State 4-H Show in order to participate in the team versatility competition. A rider receiving a red ribbon can participate in this class if they are qualified in another class for the State 4-H Show.
- Each team member must then ride in all three classes in the team versatility competition. Riders are expected to ride in appropriate 4-H attire for each of the three classes. Refer to pages 25 to 26 and 42 for rules on Western and English. Boots with an appropriate heel must be worn either Western or English. If you have a question, refer to the judge.
- Riders must use the same horse in each of the three classes, and it must be the same horse with which they qualified for the class.
- Once the horse enters the arena for the competition, it must stay in the arena until the completion of the class, except for barrel racing. Exceptions are injury or illness of the rider or horse, where either condition would forfeit the horse and rider from re-entering the competi-

tion. No substitutions can be made once the class has been started.

- Riders will have three minutes between classes to change attire and/or equipment. Two handlers per horse will be allowed into the arena to help the exhibitors with changes. Handlers will be allowed into the arena before the three-minute start and will be asked to form in the center of the arena. Riders must retire to the rail before starting the three-minute changing period. Exhibitors will ride or lead their horses toward the center when time is called and return back to the rail before time expires.
- The order of the classes will be: hunt seat equitation, Western horsemanship, and barrel racing. The first two classes will have a pattern with optional rail work from the judge. Barrel racing will follow the same rules as outlined below in the Barrel Racing section of Timed Events.
- The top 10 individuals in each of the classes will be placed and tabulated using the following formula: first place — 10 points, second place — 9 points, and so on. Points will be kept with each of the seven districts, and final awards will go to the district with the most points. A judge, separate from the state fair judges, will be used for the team competition.
- Following the conclusion of each of the district classes, each exhibitor must let the district show manager know his or her intentions. This list of three individuals will be turned in to the Kansas State 4-H office with the show report. Any changes made after this time must be done through the extension horse specialist or extension youth coordinator by August 1st.

## **Western Division**

### **Clothing and Equipment**

#### **Required**

- Western hat or protective headgear.
- Long sleeved Western shirt with a collar, no scoop-neck shirts.

- Western type boots with distinguishable heel.
- Western riding trousers or jeans.
- Western saddle and bridle are required.
- Horses will be ridden with a snaffle, curb, spade, half-breed bit or with a rawhide, leather, or rope hackamore (bosal).
  - Bosals or nosebands are not permitted with a bit.
  - Mechanical hackamores, tie downs, training forks (except in practice ring), and gag bits are prohibited.
- Silver or fancy equipment will not count over good, clean, working equipment.
- Spurs should be dull-ended or free rowel moving.

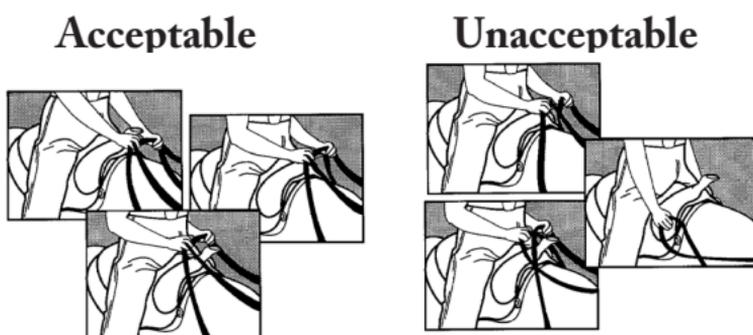
## Optional

- Western style tie or scarf.
- Vest — to be worn with long sleeved shirt only.
- Jacket — a short sleeve shirt may be worn underneath.
- Chaps.
- Gloves.
- Blunt, dull-ended or free rowel moving spurs.

## Prohibited

- T-shirts, sweatshirts, or crew-type necklines.
- Tapaderos are prohibited.
- Training forks or draw reins (except in practice area).

## Acceptable and Unacceptable Hand Position



Horses 5 years old and younger may be shown with either a bosal or a snaffle bit. If a snaffle bit is used, the horse may be ridden with two hands.

When using both hands on the reins of a snaffle bit or hackamore, the reins may or may not be crossed. The rider's hand should be carried near the pommel, and no further than 4 inches out on either side of the saddle horn. Rider's hands must be steady, with very limited movement.

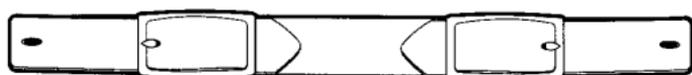
Horses 6 years old and older must be shown with a shanked bit, and riders may use only one hand on the reins to guide the horse, regardless of type of bit used, and hands shall not be changed. Hand is to be around reins. When split reins are used, one finger is permitted between reins. Round reins or roping reins are prohibited. When using a romal, no finger is allowed between reins. Rider can hold romal with the hand not used for reining, provided it is held approximately 16 inches from the reining hand. Two-handing reins, a finger between romal reins, or more than one finger between split reins may result in a penalty.

If a curb strap or chain is used, it must lie flat, be at least ½ inch wide and permit the entry of two fingers between curb strap or chain and the horse's chin.

### Acceptable Curb Chains/Straps



- Legal — Flat leather — over ½-inch wide



- Legal — Flat nylon — over ½-inch wide



- Legal — Double link flat chain — over ½-inch wide nylon end straps.



- Legal — Double link flat chain — over ½-inch wide leather end straps



- Legal — Double welded chain links — over ½-inch wide



- Legal — Very wide flattened chain links — Hunt and Polo

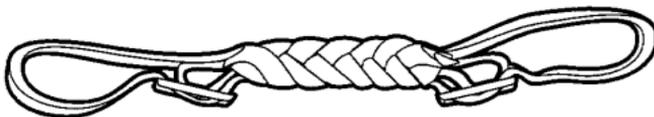
### Unacceptable Curb Chains/Straps



- Not Legal — Braided leather (rawhide) — Too narrow and too rough



- Not Legal — round braided leather — wide enough, but rough and not flat



- Not Legal — round leather — too narrow all across, not flat



- Not Legal — round leather — too narrow at chin, not flat

## Western Horsemanship

Horsemanship classes recognize the rider's ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle; position and use of hands, legs, and feet; ability to control and show the horse; and suitability of horse to rider. The rider's ability to execute maneuvers correctly shall be considered more important than the horse's performance.

- The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.
- The rider's legs should have a slight bend in the knee and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip, and heel.
- Depending on the stirrup type, feet may be placed in the stirrups with weight on the ball of the foot, or may be placed in the stirrup with boot heel touching stirrup. The rider's heel should always be lower than the toe.
- Toes should be turned only slightly out, with ankles flexed in toward the horse in a comfortable position.
- The lower legs and feet should be kept close to the horse's body, but not in contact except when applying aids.
- Arms and hands should be held in a comfortable, relaxed manner with the upper arms held in a straight line with the body. The elbow is bent such that the lower arm and hand is in a straight line to the bit.
- Riders will maintain contact with the saddle at all gaits. Exaggerated shifting of the rider's weight when cueing the horse is not desirable and will be discriminated against in the judging.
- Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the horsemanship skills of the rider. If not included in exhibitor's packet, patterns should be posted at least 30 minutes before the beginning of the class.

- All individuals, or finalists from the individual workouts, may be asked to complete a second pattern.
- The judge may use any combination of maneuvers such as:
  - Walking, trotting, and/or loping a straight line.
  - Circles of varying size and speed.
  - Figure 8s at a jog, and figure 8s at a lope with either a simple change of lead or a flying lead change. (Recommend intermediates do a simple lead change.)
  - Stops from any gait.
  - Backing either in a straight line, an L, or a circle.
  - 360°-turn or spin.
  - Turns of 90°, 180° or 270°.
  - Rollbacks and pivots.
  - Picking up leads from a standstill, walk, or trot.
  - Simple lead changes (breaking gait to trot then switching leads) on a straightaway.
  - Sidepass.
  - Counter canter.

## **Western Pleasure**

In all pleasure classes, the judge should place the emphasis on manners, performance, conformation, and soundness; and on neatness and cleanliness of horse, tack, and rider.

Exhibitors may show in only one Western Pleasure class (exception is at the state show where the exhibitor may show a 2-year-old along with his or her district qualified horse). Stock-type includes, but is not limited to, Appaloosa, Buckskin, Palomino, Paint, and Quarter Horse. Non-stock-type includes, but is not limited to, American Saddlebred, American Show Horse, Arabian, Morgan, and Thoroughbred. These divisions should take into account breed differences in head carriage and animation. Although the breed distinctions are not mandatory, it is in the exhibitor's best interest to enter the appropriate division.

Horses will be judged both directions at the walk, jog, and lope as well as on the back, and all transitions between gaits.

Horses will be judged on quality of movement, attitude, and mannerisms as reflected in the horse's ears, mouth, tail, and way of going.

The walk should be a comfortable, ground covering four-beat gait.

The jog should be a soft, balanced two-beat diagonal gait showing proper cadence. "Walking behind" in the jog should be penalized.

Extension of the walk or jog should be an extension of the stride and an appropriate increase in the speed.

The lope should be a comfortable three-beat gait. A four-beat gait is not desirable and shall be penalized.

The back should be performed easily on command and performed quietly in a straight line without resistance.

Movement and head carriage should be appropriate for the horse's size, conformation, and breed. Extreme deviations in the head set should be penalized.

Any horse that exhibits disruptive behavior or becomes detached from its rider and is no longer under control by the rider will be disqualified and excused. The exception would be a horse that misbehaves (i.e. rearing, backing, falling into others, etc.) because of the inappropriate behavior of another exhibitor's horse. In that case, only the initiating horse shall be disqualified and excused. The decision of the judge on these matters is final.

## Rein Lengths



**Too tight**



**Too loose**



**Proper**

Horses shall be shown on a reasonably loose rein. Extremes (too tight or too loose) shall be penalized.

Horses are to be reversed to the inside (away from the rail) and may be reversed at the walk or trot, but not at the lope.

The judge may ask that horses stop from any gait, or may ask that horses extend the walk or trot.

The judge has the option of asking any or all horses to back.

The judge may ask any or all of the class or heat to be placed on the rail for extra work.

Riders shall not be asked to dismount unless necessary for the purpose of dropping the bit for judge's inspection.

Faults to be considered by the judge:

- Mouth or nose shows sign of broken skin, rawness, or bleeding.
- Breaking gait.
- Wrong lead.
- Excessively fast or slow speed.
- Walking behind at the trot.
- A four-beat gait at the lope.
- Two hands on the reins when riding with bit other than snaffle or bosal.
- More than one finger between the reins.
- Failure to take the called-for gait.
- Head carriage too low or high.
- Extreme nosing out.
- Overflexion behind the vertical.
- Opening mouth excessively.
- Extreme roughness at any gait.
- Inconsistency of gait.
- Opening mouth excessively when wearing a bit.
- Excessive jawing, opening mouth, or head raising at a stop.
- Anticipating signals.
- Stumbling.
- Excessive speed.
- Lack of size and speed variation in circles or eights.
- Losing stirrup.

- Any unnecessary aid given by the rider such as talking, petting, spurring, or jerking reins.
- Ill-behaved or poor manners including biting, bucking, rearing, striking, and kicking; touching the horse or saddle horn with free hand.

## Reining

Contestant will be judged on his or her ability to put the mount through a specified pattern. The reining horse should rein and handle easily, fluently, and effortlessly with reasonable speed through the pattern. Movements of the horse should be limited to those indicated in the pattern. Any additional movements will be considered to be due to lack of control, and scored accordingly. Scoring will be based on NRHA guidelines as outlined in this handbook. Points will be deducted or accumulated and tallied for ribbon grouping. Scores will range from zero through infinity.

All contestants will gather at the arena at the proper time. Upon call, each contestant will individually perform the required pattern. The arena or plot should be at least 50 feet by 150 feet.

**Faults that will result in no score (no scores, are not placed, or receive green ribbon):**

- Use of two hands or changing hands.
- Failure to complete pattern as written.
- Performing maneuvers out of order.
- Delay of pattern due to refusal.
- Running away or apparent lack of control.
- Fall to the ground by horse or rider.

**Faults that will result in a score of 0:**

- Inclusion of maneuvers not specified, including: backing more than two strides, and turning more than 90 degrees.
- Equipment failure that delays the completion of the pattern including dropping a rein that makes contact with the ground while the horse is in motion.
- Jogging in excess of one-half the length of the arena or one-half of a circle.
- Over-spins more than a ¼ turn.

### **Faults that will result in a 5-point reduction:**

- Spurring in front of the cinch.
- Use of free hand to instill fear.
- Touching saddle with free hand.
- Blatant disobediences including kicking, biting, bucking, rearing, or striking.

### **Faults that will result in a two-point reduction:**

- Freezing up in spins or rollbacks.
- Failure to go beyond markers.
- Breaking gait.
- On walk in patterns, failure to stop or walk before executing a lope departure.
- On run in patterns, failure to be in the lope before the first marker.

Each time a horse is out of lead, a judge is required to deduct 1 point. The penalty for being out of lead is accumulative and the judge will deduct 1 penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse ½ point for a delayed change of lead by one stride where the lead change is required by the pattern description.

In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for ½ turn or less, 1 point; for more than ½ turn, 2 points.

Deduct ½ point for starting circle at jog or exiting rollbacks at a jog up to two strides. For jogging beyond two strides but less than ½ circle or ½ the length of the arena, deduct 2 points.

Deduct ½ point for over- or under-spinning up to ⅛ of a turn; deduct 1 point for over-spinning up to ¼ of a turn.

Deduct ½ point for failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.

Faults to be scored accordingly but not to cause disqualification:

- Opening mouth excessively.
- Excessive jawing, opening mouth, or raising head in stops.

- Lack of smooth, straight stop on haunches or a bouncing or sideways stop.
- Refusing to change leads.
- Anticipating signals.
- Stumbling.
- Backing sideways.
- Knocking over markers.
- Losing stirrup.
- Failure to run circles or figure 8s within the markers is not considered a fault, depending on arena conditions and size; however failure to go beyond markers on stops or rollbacks is considered a fault.

Credit will be given and applied against faults for smoothness, finesse, attitude, quickness, and authority of performing various maneuvers.

A judge shall have the authority to require the removal or alteration of any piece of equipment which, in his or her opinion, would tend to give a horse an unfair advantage.

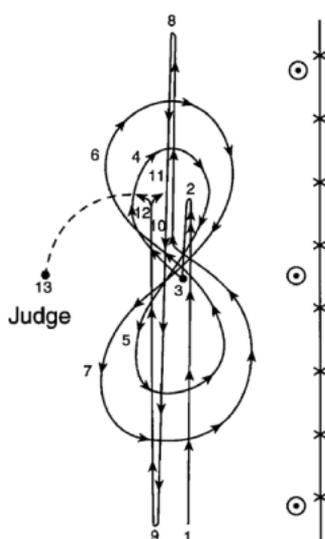
Riders shall drop the bit out of the horse's mouth for inspection if requested to do so by show management or the judge.

Judges may select any of the reining patterns 1, 2, 3, 4, 5, or 6.

Markers should be placed on the wall or rail of the arena indicating the center of the arena and each end of the arena. The end markers should be at least 40 feet from the end of the arena.

Where designated in the pattern for stops to be beyond a marker, the horse should begin a stop after it passes the specified marker.

## Reining Pattern I

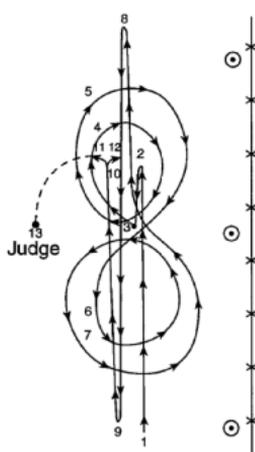


### Mandatory Marker Along Fence or Wall

Ride patterns as follows:

1. to 2. Run with speed, past center marker.
2. Stop and back up to center of pattern.
3. Settle horse for approximately 10 seconds. Start lope. Figure eight should be made inside the end markers.
4. & 5. Ride small figure eight at a slow lope.
6. & 7. Ride a larger figure eight at a faster lope.
8. Left roll back over hocks (should be made past far end marker).
9. Right roll back over hocks (should be made past far end marker).
10. Stop (should be made past center marker). Let horse settle, and in approximate area of stop, do the pivots.
11. Pivot, right or left, no more than 90°.
12. Pivot opposite direction, not more than 180°.
13. Walk to judge and stop for inspection until dismissed.
14. The bridle may be dropped at the judge's discretion.

## Reining Pattern 2

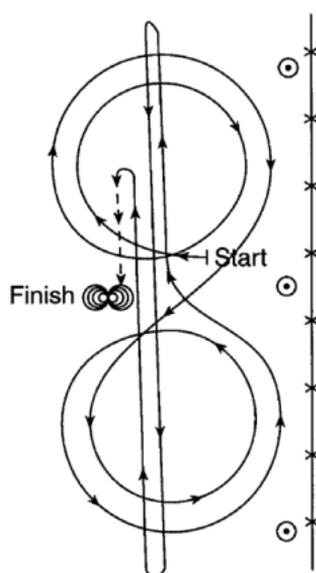


### Mandatory Marker Along Fence or Wall

Ride pattern as follows:

1. to 2. Run with speed, past center marker.
2. Stop and back up to center of pattern.
3. Settle horse for approximately 10 seconds. Start lope. Circles should be made inside the end markers.
4. & 5. Ride two circles to the right, first circle small – should be slow – and second circle larger and faster.
6. & 7. Ride two circles to the left, first circle small slow, second circle larger and faster.
8. Left roll back over hocks (should be made past far end marker).
9. Right roll back over hocks (should be made past near end marker).
10. Stop (should be made past center marker). Let horse settle, then in approximate area of stop, do the pivots.
11. Pivot right or left no more than 90°.
12. Pivot opposite direction, no more than 180°.
13. Walk to judge and stop for inspection until dismissed.
14. The bridle may be dropped at the judge's discretion.

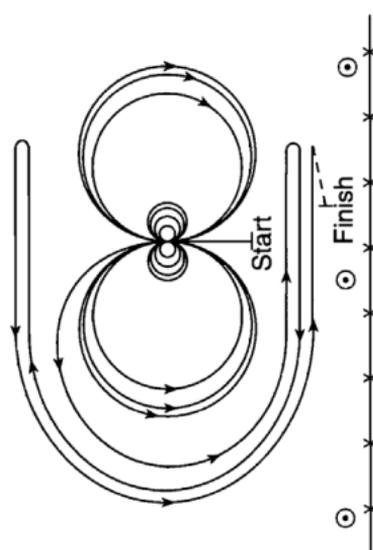
## Reining Pattern 3



### Mandatory Marker Along Fence or Wall

1. Begin at center of the arena. Complete two circles to the right. The first circle small and slow – the second circle large and fast.
2. Change leads at the center of the arena.
3. Complete two circles to the left. The first circle small and slow – the second circle large and fast.
4. Change leads at the center of the arena.
5. Run to the far end of the arena – past end marker and do a left rollback – no hesitation.
6. Run to opposite end of arena past end marker and do a right rollback – no hesitation.
7. Run past center of arena and do a sliding stop.
8. Back straight to the center of the arena. Hesitate.
9. Complete four spins to the right.
10. Complete four spins to the left.
11. Hesitate to demonstrate the completion of the pattern.
12. The bridle may be dropped at the judge's discretion.

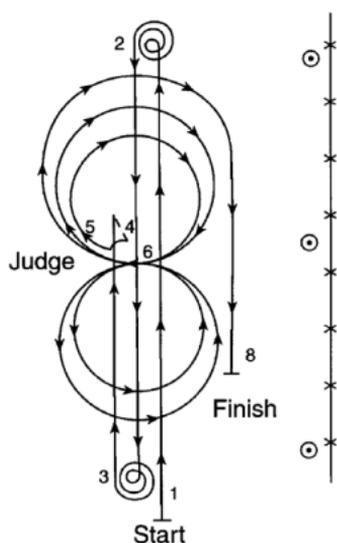
## Reining Pattern 4



### Mandatory Marker Along Fence or Wall

1. Walk into the center of the arena and complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Begin on the left lead, complete two large, fast circles to the left, one small, slow circle to the left, change leads.
4. Complete two large, fast circles to the right, and one small, slow circle to the right; change leads.
5. Begin a large, fast circle to the left. Do not close this circle, but run down the side past the center marker and do a right roll back at least 20 feet from the wall or marker.
6. Continue back around previous circle. Run down opposite side of the arena past center marker and do a left rollback at least 20 feet from the wall or fence.
7. Continue back around previous circle. Do not close this circle, but run down the side past center marker and do a sliding stop. Back straight to the center of the arena or at least 10 feet.
8. Hesitate at the completion of the pattern.
9. The bridle may be dropped at the judge's discretion.

## Reining Pattern 5

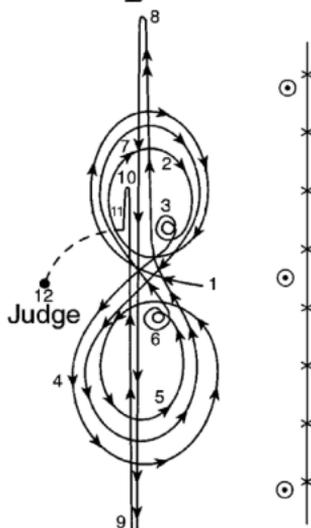


### Mandatory Marker Along Fence or Wall

Ride pattern as follows:

1. Run to the far end of arena, stop and do  $2\frac{1}{2}$  spins to the left – no hesitation.
2. Run to the opposite end of the arena, stop and do  $2\frac{1}{2}$  spins to the right – no hesitation.
3. Run past center of arena, do sliding stop, no hesitation, back over slide tracks to center, hesitate.
4. Make a pivot to the left to face left wall. Hesitate.
5. Begin on right lead and make two circles to the right, the first small and slow – the second large and fast. Change leads at center of arena.
6. Make two circles to the left, first small and slow – the second large and fast. Change leads at the center of the arena.
7. Begin a large fast circle to the right. Do not close this circle, but run straight down the side past the center, do a sliding stop. (Stop to be at least 20 feet from wall or fence).
8. Walk to judge and stop for inspection until dismissed.
9. The bridle may be dropped at the judge's discretion.

## Reining Pattern 6



### Mandatory Marker Along Fence or Wall

Ride pattern as follows:

1. Starting in the center of the arena make a large, fast circle to the right.
2. Draw the circle down to a small circle until you reach the center of the arena. Stop.
3. Do a double spin to the inside of the small circle in the center of the arena. At end of spins, horse should be facing the left wall. Slight hesitation.
4. Begin on the left lead and make a large, fast circle.
5. Then make a small circle, again drawing it down to the center of the arena. Stop. (No hesitation on these stops).
6. Do a double spin to the inside of the circle (Slight hesitation). Horse to face left wall.
7. Begin on right lead and make a fast figure 8 over the large circles. Close the eight and change leads.
8. Run to far end of arena and do a left roll back.
9. Run to opposite end of the arena and do a right roll back.
10. Run back past center of the arena and do a sliding stop. Hesitate.
11. Back over slide tracks.
12. Finish. Walk to judge for inspection and dismissal.
13. The bridle may be dropped at the judge's discretion.

# English Division

## Clothing and Equipment

### Clothing:

#### Required

- Riding breeches or jodhpurs.
- Hunt boots (dress or field) or jodhpur boots, all with distinguishable heel.
- Shirt or ratcatcher shirt.
- Riding coat.
- Hunt cap or protective headgear for in-hand. Must have an approved protective helmet for hunter hack.
- Tie, stock, or chocker.

#### Optional

- Gloves.
- Unrowelled spurs — must have strap.

#### Prohibited

- Chaps.
- Rowelled spurs and slip-on spurs.

### Equipment:

#### Required

- Appropriate hunt or forward seat saddle.
- Open-toed steel stirrups.
- Snaffles, Pelham, kimberwick, slow and gentle bits.
- Snaffle-type single-bit bridles, full or double bridles — all with cavesson noseband.
- Double buckle girth.
- Saddle pad.

#### Optional

- Crops.
- Hunting breastplates.
- Stirrup treads.

#### Prohibited

- Standing martingales or running martingales (allowed in practice ring only).
- Dropped or figure 8 nosebands/cavessons.

# English Pleasure

Saddle seat pleasure and hunter under saddle may be shown together at the district and state level. Contestants will still be evaluated on the criteria for their specific class, even though they may show together.

## Hunter Under Saddle

This class will be judged on the horse's functional correctness, way of going, manners, and condition. Hunters under saddle should be suitable to purpose. They should move in a long, low frame and be able to lengthen their stride and cover ground. They should be obedient, alert, and responsive to their riders.

Horses will be judged both directions at the walk, trot, and canter as well as on the back and all transitions between gaits. Horses should be shown with light contact on the horse's mouth.

The walk should be a four-beat gait showing proper cadence and length of stride. Horses moving true and flatfooted are desirable and will be scored accordingly.

The trot should be a two-beat gait showing proper cadence. It should be done at medium speed with moderate collection. A strong trot may be asked for and should be stronger and faster than the normal trot, showing lengthening of stride. Horses that lack collection at the trot, and horses that do not exhibit a true two-beat gait should be penalized.

The canter is a three-beat gait performed with moderate collection. As with all the gaits, the canter should be balanced and smooth, giving the impression of a pleasurable ride.

Hand gallops may be asked for, and horses should exhibit a four-beat, ground-covering gait with appropriate lengths of stride (will vary with conformation). Horses must remain under control and excess speed should be penalized.

The judge has the option of asking any or all horses to back.

# English Equitation

English equitation will be a combined class consisting of both hunt seat equitation and saddle seat equitation. Contestants will still be evaluated on the criteria for their respective class.

## Hunt Seat Equitation

Only the rider is being judged. Rider should have workmanlike appearance, seat and hands should be light and supple, conveying the impression of complete control should an emergency arise.

- The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.
- The rider's legs should have a slight bend and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip, and heel.
- The irons should be placed under the balls of the feet and not under the toe or against the heel.
- Toes should be turned only slightly out, with ankles flexed in toward the horse in a comfortable position.
- The lower leg should be held such that light contact is maintained with the horse.
- At the walk and slow trot, body should be vertical with slight motion in the saddle. At a posting trot, the body should be inclined forward with slight elevation in the saddle. At the canter, the body should be halfway between the posting trot and the walk. At the hand gallop and while jumping, the body should be at a similar inclination as when at a posting trot.
- Arms and hands should be held in a comfortable, relaxed manner with upper arms held in a straight line with the body. The elbow is bent such that the lower arm and hands are in a straight line to the bit.
- Hands should be slightly over and in front of the withers with knuckles 30° inside the vertical.

- Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the equitation skills of the rider. If not included in the exhibitor's packet, patterns should be posted at least 30 minutes before the beginning of the class.
- All individuals, or finalists from the individual workouts, will be asked to enter the ring at a trot and work on the rail in a counter clockwise direction. Rail work will include walking, trotting (sitting and/or posting), and cantering both directions in the ring.
- The judge may select any combination of maneuvers listed as follows. No other maneuvers may be used.
  - Walking, trotting and/or cantering a straight line.
  - Circles of varying size and speed.
  - Back.
  - Hand gallop and halt. Hand gallop should be done in groups of eight or fewer.
  - Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting saddle when front left leg is on the ground. At right diagonal, rider should be sitting the saddle when right front leg is on the ground.
  - Figure 8 at canter on correct lead demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.) Lead changes are to be performed in the center of two circles, so only one change of leads is shown. Figure 8 with flying lead change.
  - Ride without stirrups or drop and pick up stirrups.
  - Change leads down center of ring, demonstrating simple change of lead.
  - Canter in counter lead.
  - Execute serpentine at a trot and/or canter on correct lead. Half circles should be symmet-

rical off center of an imaginary line where changes of diagonal or lead (simple or flying as designated by judge) must be executed.

- Turns on the forehand or hindquarter.

## **Saddle Seat Division**

### **Clothing and Equipment**

#### **Clothing:**

##### **Required**

- Saddle derby, soft hat, top hat, or protective head gear.
- In equitation, saddle suit of conservative colors including black, blue, gray, dark green, beige, or brown, in herringbone, pinstripe, or solid colors. Coat and jodhpur pants should be of same color. Day coats are not recommended in equitation classes.
- In pleasure classes, a day coat or coat of contrasting color to the jodhpurs may be worn. Informal matching saddle suits are also acceptable in pleasure classes.
- Shirt and tie.
- Jodhpur boots with distinguishable heel.

##### **Optional**

- Gloves.
- Blunt, unrowelled spurs (must have a strap).

##### **Prohibited**

- Chaps.
- Rowelled spurs.
- Slip-on spurs.

#### **Equipment:**

##### **Required**

- Flat English type saddle.
- Full bridle or Pelham, including cavesson, browband, throatlatch, and appropriate curb chain.
- Double buckle girth.
- Saddle pad.

## **Optional**

- Whips.

## **Prohibited**

- Dropped noseband.
- Breastplate.
- Kimberwick.
- Martingale and training forks.

# **Saddle Seat Pleasure**

The walk is a true four-beat gait and should be straight, true, and flat-footed.

The trot is a two-beat diagonal gait. Horses should move with balance and fluidity. High action will be penalized.

The extended trot is a two-beat diagonal gait with lengthened stride and appropriate increase in speed.

The canter is a smooth and controlled three-beat gait.

The hand gallop is a four-beat gait with a lengthened stride. It should be a faster gait, but extreme speed will be penalized.

The judge may ask any or all horses to back.

# **Saddle Seat Equitation**

Equitation classes recognize the rider's ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle; position and use of hands, legs, and feet; ability to control and show the horse; and suitability of horse to rider. The rider's ability to execute maneuvers correctly shall be considered more important than the horse's performance.

- The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.
- The rider's legs should have a slight bend and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip, and heel.

- The irons should be placed under the ball of the foot and not under the toe or against the heel.
- Foot should be held in a natural position, neither too far out nor too far in.
- Arms and hands should be held in a comfortable, relaxed manner with upper arms in a straight line with body. The elbow is bent such that the lower arm and hands are in a straight line to the bit. The height the hands are held above the withers is determined by how and where the horse carries its head.
- The method of holding reins is optional; however, both hands must be used, and all reins must be picked up at one time. Right of rein must be on the off side.
- At the walk there is slight motion in the saddle with body remaining vertical. At the trot, there is slight elevation in the saddle. When posting, hips remain under body, not moved in a mechanical up and down or swinging forward backward motion. At the canter, rider should have a close seat, moving with the horse.
- At a slow gait, rider should sit saddle with legs underneath body. Intermittent calf pressure is permissible. At a rack, rider should sit horse quietly with legs down and slightly back.
- Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the equitation skills of the rider. If posted, patterns should be posted at least 30 minutes before the beginning of the class.
- All individuals, or just finalists from the individual workouts, may be asked to enter the ring and work on the rail.
- The judge may use any combination of maneuvers such as:
  - Back for no more than eight steps.
  - Pick up reins.
  - Figure 8 at trot, demonstrating change of diagonals.
  - Figure 8 at canter on correct lead demonstrating simple change of lead.

- Execute serpentine (a series of left and right half circles off center of an imaginary line) at a trot and/or canter on correct lead, demonstrating a simple change of lead.
- Change leads down center of ring or on the rail demonstrating simple change of lead.
- Ride without stirrups. Engage stirrup at halt or walk.
- Perform on rail.
- Perform around ring.
- Perform circles at trot or canter.

## Hunter Hack

The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners, and way of going.

- Horses are first required to jump two fences, up to 2 feet in height. However, if the jumps are set on a line, they are recommended to be in increments of 12 feet, but no less than 36 feet apart. A stride is equal to 12 feet. Allow 6 feet for take-off, so that 60 feet between fences requires four strides between fences. A ground line is recommended for each jump.
- Horses to be considered for an award are then to be shown at a walk, trot, and canter, both ways of the ring with light contact.
- At the discretion of the judge, contestants may be asked to hand gallop, pull up or back, and stand quietly following the last fence.
- Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.
- Faults over fences will be scored as in working hunter class. Horses eliminated in the over-fence portion of the class shall be disqualified. Faults, to be scored accordingly, but not necessarily cause disqualification during the rail work, include:
  - Being on the wrong lead and/or wrong diagonal at the trot.

- Excessive speed, any gait.
  - Excessive slowness, any gait.
  - Breaking gait.
  - Failure to take the gait when called.
  - Head carried too low or too high.
  - Nosing out or flexing behind the vertical.
  - Opening the mouth excessively.
  - Stumbling.
- Attire and acceptable equipment are the same as hunter under saddle. However, during hunter hack classes and warm-up exercises, all exhibitors will be required to wear an SEI-ASTM approved helmet, which must have the SEI sticker intact on the inside of the helmet, and a date within the last five years.

## **Scoring of the jumping portion**

- Hunter hack is to be judged on manners, way of going, and style of jumping. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to the horse with the correct jumping that meets fences squarely, jumping at the center of fence. Judges shall penalize unsafe jumping and bad form over fence, whether touched or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering shall be penalized, as well as excessive use of crop. Any error that endangers the horse and/or its rider, particularly refusals or knock-downs, shall be heavily penalized.
- Scoring shall be on a basis of 0 to 100, with an approximate breakdown as follows:
  - 90 to 100: an excellent performer and good mover that jumps the entire course with cadence, balance, and style.
  - 80 to 89: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
  - 70 to 79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scopier

horses; the good performer that commits one or two minor faults.

- 60 to 69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences, but no major faults or disobediences.
- 50 to 59: a horse that commits one major fault, such as a hind knockdown, refusal, break of gait, cross canter, or drops a leg.
- 30 to 49: a horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
- 10 to 29: a horse that avoids elimination but has several faults, but jumps in such an unsafe and dangerous manner as to preclude a higher score.

## **Elimination**

- A total of three disobediences can include any of the following: refusal, stop, run out, or extra circle.
- Jumping an obstacle before the course is reset.
- Bolting from the arena.
- Off course.
- Deliberately addressing an obstacle.

## **General**

- Circling upon entering the ring is permissible.
- After jumping the fence and before leaving the arena, the horse shall trot a small circle on a loose rein for soundness.
- Horses shall not be requested to re-jump the course.
- Manners shall be emphasized.
- When an obstacle is composed of several elements, any disturbance of these elements will be penalized; however, only a reduction in height of the top element shall be considered a knock-down.
- In cases of broken equipment, the rider may either continue without penalty, or stop and

correct the difficulty and be penalized the same as any loss of forward impulsion.

- When an obstacle requires two or more fences (in and out), faults committed at each obstacle are considered separately. In case of a refusal or run out at one element, entry may re-jump the previous element.
- The course must be posted at least 30 minutes before scheduled time of a class.
- It is a mandatory that a schooling area with at least one practice jump or practice time in the arena be provided.
- Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by show management.

## **Timed Events**

### **General Rules**

Pole bending, barrel racing, flag racing, calf roping, breakaway roping, and team roping:

Time and safety should be considered when entering the arena. Dismissal from the class due to excessive time entering is at the discretion of the judge.

The horse must enter the arena and hesitate before starting run. The gate must be closed. The gate must be kept closed until the runner stops. For safety reasons, horses must enter under the control of the rider. The horse cannot be led into the arena by an unmounted or mounted person. The rider must also have the horse under control before exiting the arena.

Riders will be penalized by disqualification for misuse of hands and excessive use of bats, whips, spurs, or reins. Use of these in front of the cinch will also result in disqualification. Bats can be used in timed events only and must be leather, leather covered, or well covered with other material and must be flexible. Any bat must be used behind the cinch.

Exhibitors may not be tied, buckled, rubber banded, or fastened to a horse or any portion of the tack. Exception: Any person with a disability that necessitates such assistance.

If mechanical hackamores are used, they must have enough play to permit three fingers to pass between the horse's chin and the hackamore. Nosebands must be leather. No wire or chain nosebands are permitted.

Gag bits, tiedowns, and martingales are permitted.

Curb chains or straps must be at least ½ inch wide and must be flat against the horse's chin. No wire curbs are permitted regardless of how padded or taped.

All contestants will gather at the arena at the proper time. Upon call, the contestants will enter the arena and perform individually. The arena should be sufficient to permit regulation patterns and ample room for clearance of all obstacles and safety at the start and finish line.

The start and finish line shall be the same and should be visible on the ground or by side markers.

Time is started as soon as the horse's nose crosses the start/finish line. Time is stopped when the course is run and the horse's nose crosses the start/finish line. At least two stopwatches shall be used with the average time of the watches to be official. If an electric timer is used, a watch should be used for a check. Two stopwatches may be used to back up the electric timer. If the timer fails, the average of the two watches will be the official time. Time will be announced after each run.

In the event of a tie, horses tied will rerun the pattern. Fastest runoff time will determine who wins the tie.

If the first contestant in the runoff knocks over a barrel or pole, the second contestant must complete the pattern within 2 seconds of the original time, or both contestants shall rerun the pattern.

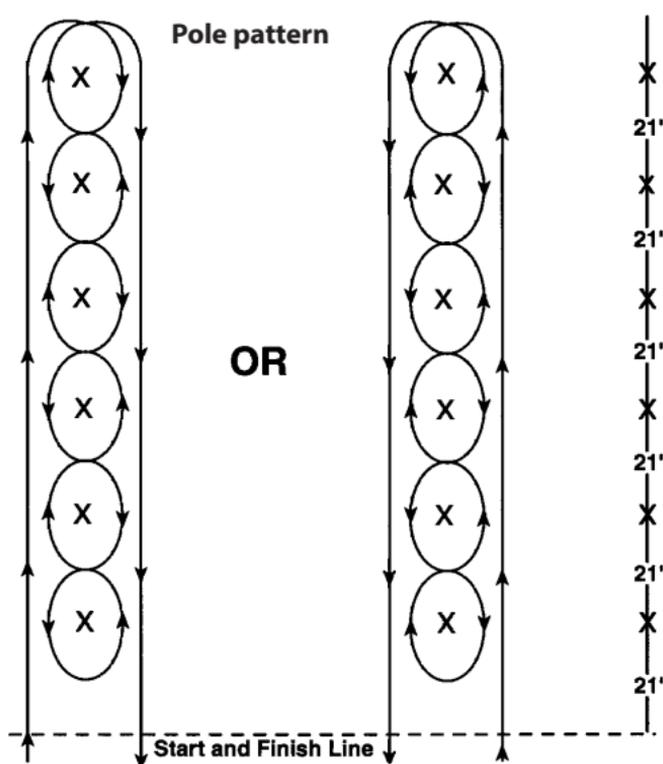
The judge may prohibit the use of bits or equipment he/she may consider severe.

**Clothing and Attire:** Refer to Western division. If a rider elects to wear a hat, it must stay on. If the hat is lost, a 2-second penalty will be assessed to the final time. **The use of protective head gear in place of a hat is strongly encouraged.**

## Ribbon Groups for Timed Events

In the timed event classes, determine purple ribbons from the fastest times in each age group. A break in the fastest times, generally in the tenths and not hundredths of a second, determines the slowest purple ribbon time. Blue ribbons will be awarded to riders who are within 2.5 seconds of the slowest purple time, with the exception of the flag race, which will use a 1.5 second break. Close times can be adjusted a few hundredths of a second to find a natural break for the red ribbon group. Under most conditions in Pole Bending, the red ribbon group will include times under 30 seconds, and white ribbons awarded to times of 30 seconds or longer. Green ribbons are awarded to disqualified exhibitors. The judge has the authority to make the final call.

### Pole Bending



This is a timed event. (See course, above.)

The pole-bending pattern is to be run around six poles, each 21 feet apart, and the first pole 21 feet from the start/finish line.

Poles shall be set on top of the ground, 6 feet in height and with no base more than 14 inches in diameter. The poles should not be over 2 inches in diameter.

Run down to the sixth pole, turn the horse back, and weave in and out of poles until the first pole. Then, turn the horse back to weave in and out to the sixth pole and run back to finish line.

Touching a pole with a hand shall cause disqualification.

A 5-second penalty will be assessed for each pole tipped over.

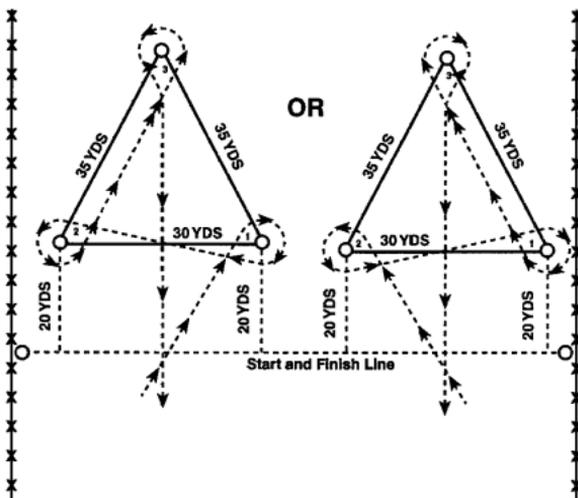
Any two poles tipped over will result in disqualification.

A horse may start either to the right or to the left of the first pole and then run the rest of the pattern accordingly.

Failure to follow the exact pattern is a disqualification.

## Barrel Racing

Barrel pattern



This is a timed event. (See course, above.)

If the course is too large for the available space, the pattern should be reduced 5 yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel No. 3 to the finish line need not be re-

duced 5 yards at a time if there is sufficient room for the horse to stop.

Brightly colored 55-gallon steel drums with both ends in must be used. There shall be no rubber or plastic barrels or barrel pads used.

After the gate has been closed, the contestant will run to barrel No. 1, pass to the left of it, and complete an approximately 360° turn around it; they will then run to barrel No. 2, pass to the right of it, complete a 360° turn and continue to barrel No. 3; the rider should pass to the right of the third barrel, complete a 360° turn and sprint to the finish line, passing between barrels 1 and 2.

This barrel course may also be run to the left. For example, the contestants will start with barrel No. 2 (see diagram), pass to the right of the barrel and complete a 360° turn; they will then continue to barrel No. 1, pass to the left of it and complete a 360° turn; the rider will continue to barrel No. 3, pass to the left of the barrel and turn 360°; finally, the rider will sprint to the finish line, passing between barrels 1 and 2.

Failure to follow the exact pattern is a disqualification.

Touching a barrel with a hand shall cause disqualification.

A 5-second penalty will be assessed for each barrel tipped over.

Any two barrels tipped over will result in disqualification.

A horse may start either to the right or to the left of the barrel and then run the rest of the pattern accordingly.

## **Flag Race**

This is a timed event.

The contestant will ride down and around a barrel (located in the same spot as the third barrel in barrel racing). The contestant will pick up a flag (6-inch-by-8-inch flag on an 18-inch stick) out of a can filled with dirt or sand. The can will be placed at the far side of the

barrel. The contestant will ride back on the opposite side of the barrel from which he or she started. The rider must carry the flag across the start/finish line.

Disqualifications include:

- Knocking the barrel over.
- Using the flag as a whip.
- Recrossing the time line before the pattern is completed.
- Dropping the flag before time line.
- Coming back on the same side of the barrel as he/she started.

## Roping Classes

Hackamores and other bits are allowed subject to the guidelines previously set forth in this publication. Tie downs are permissible. The judge has the option to prohibit the use of any equipment he or she considers severe.

- Timers will be used. Each roper has 60 seconds to complete a catch. Whistle or “time” will be called to dismiss rider after 60 seconds. Times will be announced after each legal catch.
- Ropers can enter calf roping and breakaway roping.
- In team roping the time goes to the name or number that is called. Each roper can only receive one time in team roping.
- Contestants must not receive assistance in or out of the arena but may have a helper in the box. The helper must cease assistance after the roper nods for the calf.
- Horses in tie down roping, breakaway, and heading horses in team roping must start from behind the barrier. An automatic or hand-pull barrier may be used. The barrier will not be considered broken unless the ring drops within 10 feet of the post. Barrier shall be 32 inches to 36 inches high, measured at center of box.
- Barrier judge will have final decision on all calls. Barrier judges should not be changed within a class. Breaking the barrier will result in a 10-second penalty.

- Barrier judge will rule on all faulty barrier problems. If the roper obviously beats the barrier and the barrier doesn't break properly, the judge may assess a 10-second penalty.
- If the barrier judge rules the rider is fouled by the barrier, the roper gets his stock back, provided he declares himself by pulling up immediately.
- Ropers shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt to position the horse behind the barrier to enable roping the animal without leaving the box shall result in disqualification.
- The flag or field judge will flag successful catches in breakaway, tie down, and team roping to signal timers to end time.
- The flagger shall position himself at the far end of the arena in tie down roping, allowing him to come towards the roper to flag tie. In team roping, flagger shall place himself against the wall on the left-hand side of the roping box, before moving to the field to flag team.
- If stock escapes from the arena, the flag will be dropped and watches stopped. Roper then gets stock back, lap, and tap, and time spent is added to new time.

## **Tie Down Roping**

*Prices for entry in roping classes may vary depending on the price per head from the stock supplier.*

- Contestant must rope calf, dismount, go down rope, throw calf by hand, and cross-tie three legs.
- Rope must be hard and fast.
- If calf is down when roper reaches it, calf must be let up to his feet and be thrown by hand. If the roper's hand is on the calf when the calf falls, calf is considered thrown.
- To qualify as a legal tie, there shall be one or more wraps and a half hitch. Tie must hold three legs for 6 seconds (timed by field judge) to be considered a legal catch. The field judge will time 6 seconds beginning when the roper mounts the horse and steps horse forward to release tension

on rope. If the rope has come off calf, 6 seconds will be timed once the roper clears calf. If the tie comes loose or calf gets to its feet before time is called, roper receives no time.

- The rope must hold the calf until the roper gets a hand on the calf.
- The roper cannot touch the calf after giving the finish signal until field judge signals catch.
- The roper may throw only two loops, and this must be done within the specified time limit. If more than one loop is to be thrown, the roper must carry a second rope tied to the saddle, which must be used for second loop.
- Ropers carrying one loop and missing, and ropers carrying two loops and missing with each loop will receive a no time.
- Roping the calf without releasing the loop from the hand is not permitted.
- Contestant must adjust rope and reins in manner that will prevent horse from dragging the calf. Catch rope must be run through a neck rope (foul rope) to prevent horse from running off and dragging the calf.
- If the horse does drag the calf, the field judge may disqualify the contestant.
- The animal will belong to contestant when he or she calls for it, regardless of what happens, except cases of mechanical failure.
- Animals used for this event should be inspected and objectionable ones eliminated.

## **Breakaway Roping**

*Prices for entry in roping classes may vary depending on the price per head from the stock supplier.*

- Similar to calf roping and will follow general rules of calf roping. In breakaway roping, a regular rope is tied to the saddle horn or swell with breakable (cotton) string. Time starts at signal of barrier flag, and stops when flagman signals that the rope breaks away from the saddle as a result of a legal catch.

- A handkerchief or similar-sized cloth must be attached to the tail of the rope to signal when rope breaks away.
- Catch must pass over the head of calf first to be a legal catch.
- Legal catch must be cause of rope breaking from saddle. Horse or calf stepping on rope, rider touching rope to free it, or if rope dallies, or will not break free when calf reaches the end of it, will be a no time for the rider.
- If roper intends on throwing two loops, he or she can carry two ropes or recoil the first loop. If roper misses with first loop it does not have to be broken away from horn before using second rope.

## **Team Roping**

*Prices for entry in roping classes may vary depending on the price per head from the stock supplier.*

- A team is made up of two 4-H'ers from the same age division. A contestant may enter only once, but may serve as a header or heeler for any other contestant of the same age as often as they choose. Time will be given when 4-H'er's name or number is called.
- Only one rope may be carried by each rider. However, each team is allowed a total of three throws. (One roper can recoil one time).
- Both header and heeler must catch within one minute from time barrier is broken or no time will be called.
- No tied ropes are allowed in team roping.
- Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight. Horse's front feet must be on ground, and ropers must be mounted when time is taken.
- Steer must be standing up when roped by head or heels.
- Each member of the team must head or heel as indicated on entry. Ropers may not switch positions.
- Broken rope or dropped rope will be considered no time, regardless of whether time was taken

or not.

- Roper must dally (wrapped around saddle horn at least one complete turn) before it is considered a dally to stop steer.
- All changes in roping order must be made before loading cattle in chutes for that event. After stock is loaded, ropers must rope in order listed.
- Steers must not be handled roughly at any time, and ropers may be disqualified if judge feels cattle have intentionally been mishandled.
- If steer is roped by one horn, roper is not allowed to ride up and put rope over the horn or head with his hand.
- A foul catch is called when heeler ropes a front foot or feet in the heel loop. Neither contestant may remove the front foot/feet from the loop by hand. However, should the front foot/feet from the loop come out of the heel loop by the time the field flag judge drops his or her flag, time will count.

### **Legal Catches**

- Around both horns.
- Half a head.
- Around the neck.
- Both hind legs.

### **Illegal Catches**

- If hondo passes over one horn and the loop over the other.
- Any head catch behind both shoulders.
- Catching only one hind foot receives a 5-second penalty.
- If loop crosses itself in a head catch (doesn't include heel catches).

## 2-Year-Old Snaffle Bit Project

The purpose of the 2-year-old snaffle bit project is to show the versatility of the horse and the training by the 4-H member. It is designed for older, more experienced 4-H members who have the acquired skills needed to manage, train, and show a young horse. The horse will be judged on brokenness, manners, responsiveness to the rider, and functional correctness.

- **Attire:** Same as other judged classes.
- **Equipment:** Horses must be shown two-handed in either a smooth snaffle or a bosal. Snaffles may be of the O-ring, D-ring, or egg butt style. Any bit having shanks, and therefore curb action, of any type is prohibited.
- **Eligibility Requirements:** Horses must be 2-year-old fillies or geldings managed by the 4-H'er as outlined under the ownership and leasing section.

To be eligible a 4-H'er must be at least 14 years old before January 1 of the current year, and must have been a 4-H member for at least one year. Members must be certified in Level I and Level II of the 4-H Horse Achievement program.

The nomination/I.D. Certificate is due May 1 along with a \$10 fee. Nominations are made through the county or district extension office and sent to the State 4-H office. Members may nominate more than one horse as outlined in the ownership/leasing section. However, only one horse may be entered and shown in this class at the state show.

A 2-year-old snaffle bit project horse, whether owned or leased, cannot show in any other Western or English pleasure class at the state show. However, a 2-year-old snaffle bit horse may qualify in other non-pleasure classes at the district level.

It is not recommended that 2-year-olds be used strenuously in showing. If the horse is to be shown in other events, all rules pertaining to that event shall apply.

Entry into this class is due August 1 at the time other state 4-H horse entries are due.

Nominated 2-year-old horses may be shown before the state show. 4-H members are encouraged to seek advice and counsel on training techniques from outside sources as this should be a learning experience.

**However, after the horse becomes a project horse on May 1, it can only be shown and ridden by the 4-H member.**

The 2-year-old snaffle bit project will be judged in three separate phases at the Kansas State Fair. The three phases are as follows: Western Pleasure class, Western Horsemanship class and an interview. Each phase will account for 1/3 of the contestant's total score. The interview will be conducted to help 4-H'ers explain how they trained and managed this project.

The horsemanship pattern will be as follows (to be performed on the right side of the cones):

1. Jog from cone A to cone B.
2. At cone B pick up the left lead and lope a circle to the left. Upon completing the circle, perform a simple lead change.
3. At cone B, lope a circle to the right.
4. Continue loping in the right lead from cone B to cone C.
5. At cone C, perform a 360-degree pivot to the right and back five steps.

\*Following pattern work, the class will be judged on the rail, all three gaits, in at least one direction.

## **3-Year-Old Project**

The 3-year-old project is designed as an advanced class to follow the 2-year-old project. The 2-year-old project and class requirements will be followed. The 3-year-old project will be judged in the following two separate phases: a Western Pleasure class and Western Horsemanship class. Each phase will account for ½ of the contestant's total score. The horsemanship pattern will be provided by the judge at the Kansas State Fair. The horse will be judged on brokenness, manners, responsiveness to the rider, movement, and functional correctness.

**Clothing requirements:** See appropriate division.

Horses may be shown two-handed in a smooth snaffle or bosal. See 2-year-old project equipment requirements. Any bit having shanks, and therefore curb action of any type, is prohibited.

To be eligible, all 3-year-old horses must have been nominated as a 2-year-old, although horses did not have to be shown as a 2-year-old. All 3-year-old horses must be nominated and entered using the same process as the 2-year-old project horses. Exhibitors must be certified in Level I and Level II of the 4-H Horse Achievement program.

Horses leased for the 3-year-old project are ineligible for competition in other classes at district and state.

**After May 1, the horse can only be shown and ridden by the 4-H member.**

## Costume Class

Only one horse per exhibitor is allowed. Exhibitors may lead or ride the horse, not both. Contestants may each choose a theme and then prepare themselves and their mounts accordingly. Expensive native Arabian and Indian costumes will not be given credit over an inexpensive costume that shows imagination, ingenuity, and clearly represents the efforts of the exhibitor.

The class is designed for FUN and will not be judged; however, all participants will receive participation ribbons.

All entries should be accompanied by a 3-inch-by-5-inch card with the name(s) of the exhibitor(s), county or district, and the theme of the costume or an explanation of the purpose or intent. The cards need to be turned into the show office by the start of the class.

No skits or acts including trick riding are accepted. All exhibitors must design the costumes in such a manner as to permit movement at the walk and to be safe. No costume will be permitted to enter or remain in the ring if, in the opinion of the judge, ringmaster, or the show committee, the costume is deemed to create a hazardous situation for the exhibitor or any other exhibitor, the horse or pony involved is unruly to the point of being unable to manage or, as

the result of activity during the class, the costume is seriously damaged or deteriorated. The above will be cause for disqualification.

Boots with an appropriate heel must be worn at all times. Evaluation and scoring shall be at in the discretion of show management and/or the judge.

## Bits

### Curb Bits

- Maximum shank length overall is 8 inches. Shanks can be fixed or loose.
- Mouth pieces must have smooth, round bars of unwrapped metal, and measure between  $\frac{3}{8}$  to  $\frac{3}{4}$  inches in diameter when measured 1 inch from cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bars), such as extensions or prongs on solid mouthpiece. Mouthpiece may be two or three pieces. If three-piece, a connecting ring of  $1\frac{1}{4}$  inch or less in diameter, or a connection flat bar of  $\frac{3}{8}$  to  $\frac{3}{4}$  inch (measured top to bottom with maximum length of 2 inches), must lie flat in horse's mouth.
- Ports may not exceed a maximum of 3 inches in height. Rollers ( $\frac{3}{8}$  to  $\frac{3}{4}$  inch diameter) and covers are acceptable. Grazing, broken mouthpieces, halfbreeds, and spades are standard.

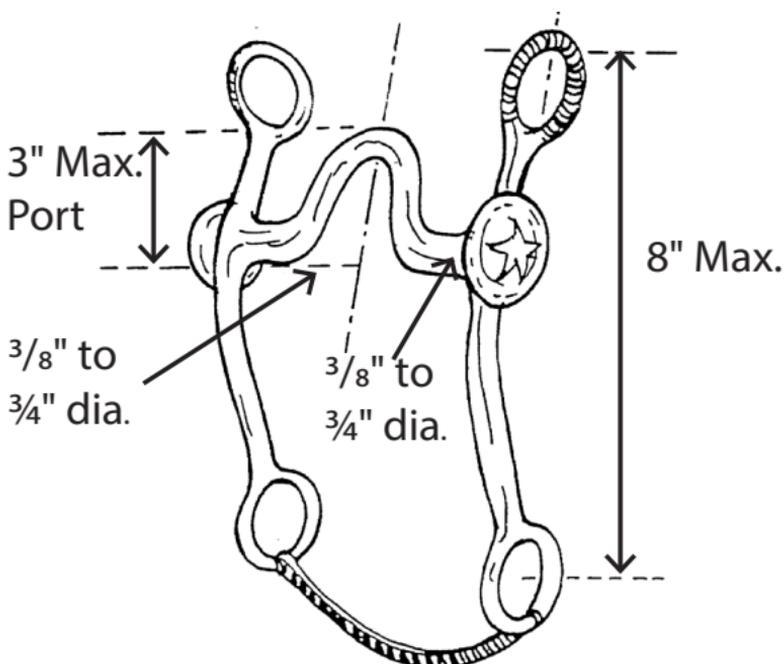
### Snaffle Bits and Bosals

- Horses are to be shown in a true snaffle (conventional O-ring, egg butt, or D-ring) or bosal. The bit must have a smooth broken mouthpiece. The mouthpiece must be at least  $\frac{5}{16}$  inch in diameter, measured 1 inch from the corner of the mouthpiece. Curb straps are optional. When used, the straps must be loosely attached, meet the 4-H requirements, and be attached below the reins.
- English horses, an English snaffle (no shanks), kimberwick, Pelham and/or full bridle (with 2 reins), all with cavesson nosebands, and plain leather brow bands, must be used. In regard to mouthpieces, nothing may protrude below

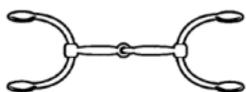
the mouthpiece. On broken mouthpieces only, connecting rings of 1¼ inch or less in diameter, or connecting flat bar of ⅜ to ¾ inch (maximum length of 2 inches) and that lie flat in the horse's mouth are acceptable. Smooth round, twisted, double twisted, slow twist, straight bars, or solid mouthpieces with a maximum of a 1-inch-high port are acceptable. All mouthpieces must be a minimum of 5/16 inch in diameter, snaffles to be measured 1 inch from cheek. A full cheek snaffle bit without keepers is acceptable. English bits of any style featuring cathedral or donut mouthpieces or rough sharp material are not acceptable.

- In speed events, any bit that is legal for Western or English events will be considered legal. However, any sign of abuse such as blood or raw skin will result in immediate disqualification.

### Example of a Legal Bit



## Example of Legal and Illegal Bits



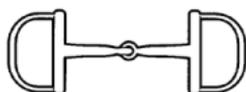
1. Gag Snaffle – permissible in speed events only. Must meet mouthpiece standards.



2. Double twisted wire – legal in English classes only.



3. Single twisted wire – legal in English classes only – must meet mouthpiece standards.



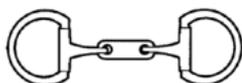
4. Legal D-ring snaffle.



5. Legal O-ring snaffle.



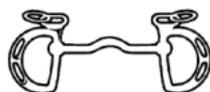
6. Slow twist – legal in English classes only.



7. Legal snaffle – flat piece must meet standards.



8. Pelham with mulden mouth – legal English bit.



9. Legal kimberwick – (English bits).



10. Legal curb with mulden mouth (shanks 8" or less).



11. Legal curb with low port and 8" shanks.



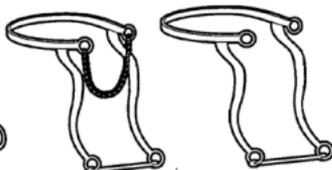
12. Legal curb.



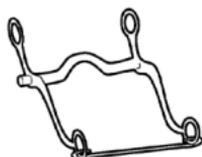
13. Legal curb with broken mouthpiece.



14. Legal curb with roller and 8" shanks.



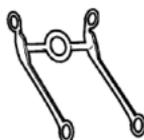
15. Legal hackmores for speed events (and roping) only. Any wire or chain must be flat and leather or latex covered.



16. Illegal curbs – shanks 9" long.



17. Illegal curb – port higher than 3".



18. Illegal donut bit.





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