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## **Introduction**

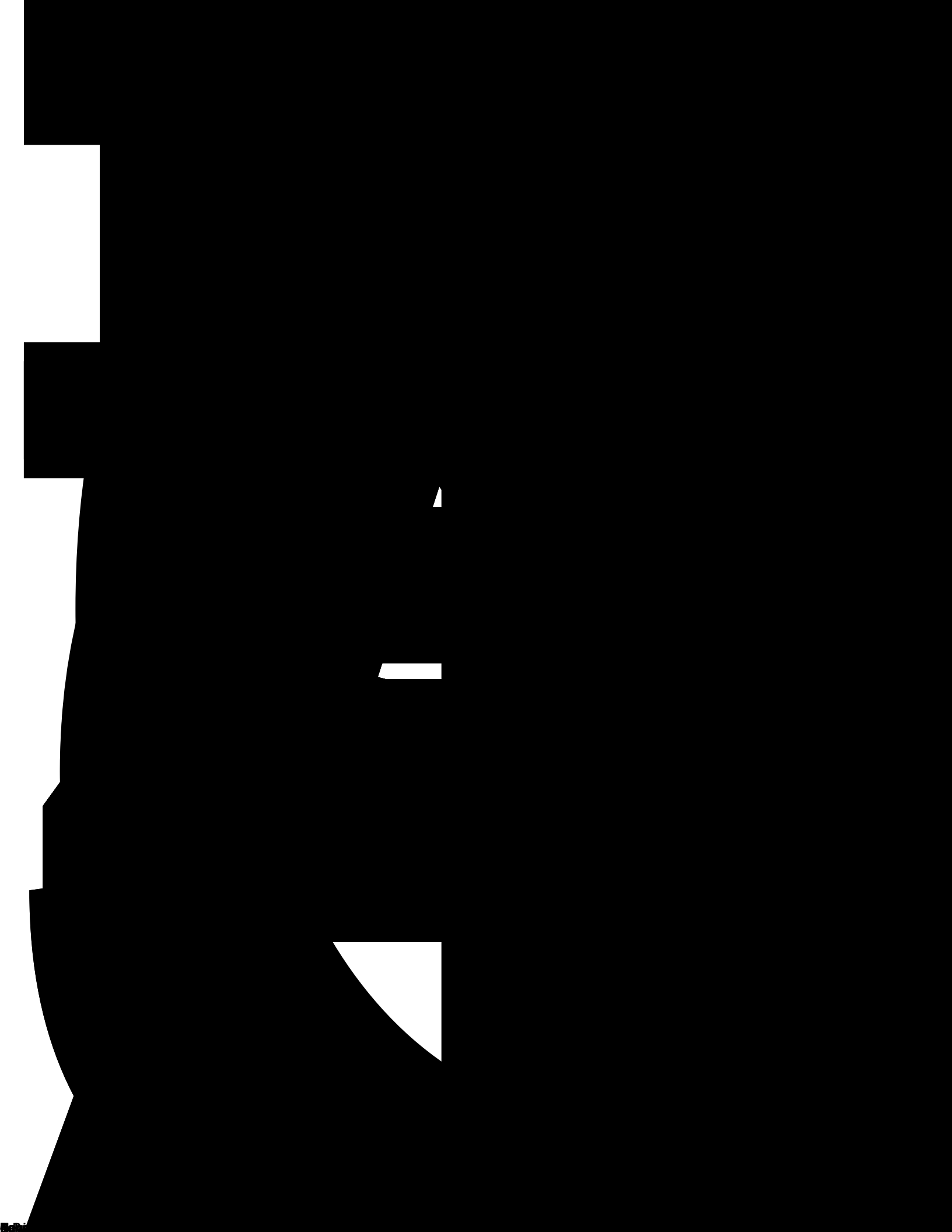
These rules have been developed to serve as a basic guide for local, county, and state/regional 4-H horse shows as well as for those classes in open shows limited to 4-H membership entry. This manual is for organizers, officials, exhibitors, and parents. The purpose is to assure uniformity in organization, judging criteria and procedure throughout New England. There is no intent in the publication of these rules to suggest that all classes listed be held at any show, nor is any limitation implied of shows to only offer those classes listed. It is suggested that 4-H shows adopt these rules to govern the operation of these shows:

The 4-H Horse Show places the major emphasis on the accomplishments and development of the member. Because the economic background of 4-H members varies widely, the quality

## **Expectations of Ethics**

It is understood that all exhibitors, parents, leaders, trainers, coaches, spectators or anyone else on the horse show grounds will adhere to the following expectations:

1. Be worthy of trust, honor and confidence.



## **SHOW PERSONNEL AND THEIR RESPONSIBILITIES**

### **Show Committee/Manager**

1. The show committee will be responsible for the operation of the show. It will be the duty of





### **Announcer**

Shall move the show forward by announcing:

1. General information and rules as necessary.
2. Class and exhibitor information.
- 3.
4. Awards.
5. Next class entering the ring.
6. Shall be concise and shall not monopolize the airwaves.

### **Supervisors of Warm-up Area**

1. MUST KEEP SAFETY ISSUES FOREMOST.
2. Must be an adult designated by the Show Committee.
3. Individuals not complying with the direction of the Warm-Up Supervisor will be reported to the Show Steward and may result in dismissal from the show.

### **Other Show Personnel**

1. Gate people
2. Recorder
3. Timer
4. Ribbon Runner (good use of members not exhibiting)
5. Food Booth Staff (good use of members not exhibiting)

### **Emergency Personnel**

(On location or on-Call)

1. Veterinarian
2. Farrier
3. EMT
4. Ambulance
5. Police and Fire



8. The administration of any drug/herbal supplement to a horse shown in any 4-H class should be checked against the current USEF Guidelines for drugs and medications to see what is allowed and prohibited and then notify the 4-H Horse Show office with appropriate form for documentation. If the substance is on the banned or restricted medication dose list the 4-H participant must know they may not be allowed to show. This list may be found at:  
<http://www.usef.org/documents/DrugsMeds/DrugsMedsGuidelines2012.pdf>
9. Horses that naturally perform at a lateral gait as opposed to a diagonal gait will be judged accordingly (i.e., Tennessee Walking Horse).
10. *Animals that are known to kick must be marked by a red ribbon in the tail.*
11. **Pony and Horse classes shall be designated according to the following:**

Horse	...	Over 14.2 hands
		hands and under
Miniature Horse	.38	inches and under (measured at the last hair of the mane)

## **GENERAL RULES**

Use of unconventional equipment must be approved by the show steward and/or show committee prior to the start of a show.

*uch devices may include, but are not limited to, tie-downs (except for gaming), draw reins, martingales (except for exercise over fences) and action enhancing boots or shackles. Protective leg boots, bell boots and polo wraps may be used during exercise. Any other equipment in question must be legal in the show ring in order to be used in exercise. See the show steward or show management for questions.*

1. Any treatment of a horse by anyone on the grounds, which may be considered cruel, abusive or unnecessary, is prohibited. The show committee/ steward may disqualify anyone mistreating an animal and ask him or her to leave the grounds. An official report may be filed with appropriate authorities.
- 
2. All participants in any 4-H shows/activities are required to wear a properly fitted ASTM/SEI







b. Station, with two judges.

2. Station: The **Showmanship Judge** scores the showmanship aspect of the entry. The **Fitting Judge** scores the appearance of the exhibitor and items listed under appearance of animal.

#### **SUMMARY OF UNIFORM SCORECARD FOR 4-**

**1. Pattern Gaits (10 Points)**

- a. Leading the horse on the left side, exhibitor should execute the correct gait listed in the pattern, and change gaits at the appropriate place in the pattern. Exhibitor should always be positioned between the eye and the mid- The lead shank (western) or reins (English) should be held in the right hand 4-12 inches from the halter or bridle, with the tail of the lead/reins loosely in the left hand in a safe manner. The excess lead or reins should never be tightly coiled, rolled or folded.
- b.







## **SIDE SADDLE DIVISION**

### **Appointments**

Side Saddle shall be permitted in any class. ASTM/SEI helmets required. Saddle and bridle must be for the same seat ridden. Clothing and appointments should be neat, clean and appropriate for the seat ridden for the show ring. See the International Side-Saddle Organization for specific regulations.

### **Tack/Equipment**

Appropriate sidesaddles must be used for English classes. All other tack will be specified in class rules.

All tack should be in clean, safe, serviceable condition for the horse and the rider.

### **General Sidesaddle**

Sidesaddle riders will be permitted in all classes. They will be subject to all class rules and requirements.

## **SADDLE SEAT DIVISION**

### **Appointments**

Conservative, well-coordinated, well-fitted clothing is preferred; they must be neat and clean. Special clothing is not to be given preference.

1. **Minimum**: Saddle seat pants, Jodhpur boots, shirt, tie, vest, derby, soft hat or helmet for showmanship, ASTM-SEI helmet for mounted classes
2. **Preferred**: Saddle suit, jacket, gloves, and whip (no longer than 42 inches)
3. **Optional**: spurs of unroweled type, with a strap

### **Tack/Equipment**

1. All tack should be in clean, safe, serviceable condition for the horse and the rider.
2. Flat English type saddle i.e.: Lane Fox or cutback with leather lining preferred. Forward Seat or dressage type saddles with knee rolls are prohibited.
3. Entries will be shown in full bridles, although Pelhams are accepted.
4. Not Allowed: Martingales or similar tie-downs, any type of curb strap or chain not permitted

and ankle chains.

5.

## **SADDLE SEAT EQUITATION**

### **Class Routine**

Recommended to be shown both ways of the ring in appropriate gaits including but not limited to: walk, trot, extended trot, canter, hand gallop, reverse. Riders may be required to execute any appropriate pattern as requested by the judge. Appropriate patterns will be provided either by the show committee or the judge at the discretion of the show committee which they feel are appropriate to the caliber of the class. Patterns chosen shall be required of all riders selected for this additional performance.

### **Judging/Scoring**

ions,

use of aids and cues, and control of horse and 10% on personal appointments and tack. The scoring of personal appointments and tack will be based on neatness of clothing rather than newness or expense, and cleanliness, condition and adjustment of tack.

Judged on seat, hands, and suitability of horse to the rider and the performance of the horse as it reflects the riding skill of the exhibitor. Patterns may be used to clarify this for judges and are not to compose more than 40% of total score.

**Disqualifications:** See # 14 under General Rules

## **SADDLE SEAT PLEASURE**

### **Class Routine**

Recommended to be shown both ways of the ring at the walk, trot, extended trot, walk, canter, walk, reverse and repeat on a reasonably loose rein without loss of contact. Horses will be asked to extend the trot. Entries may be asked to back in line up only. The horse should not back with excessive speed.

### **Judging/Scoring**

Class to be judged on manners, performance and suitability of the horse as a pleasure mount. The smoothness, obedience and consistency of the performance will be considered rather than brilliance and animation.

**Disqualifications:** See # 14 under General Rules

## **SADDLE SEAT PERFORMANCE**

### **Class Routine**

1. Horses are to be shown at a walk, trot and canter both ways of the ring. The horse should display brilliance and animation appropriate for their breed along with proficiency in executing the required gaits. Horses should stand quietly and back readily.
2. All horses will enter the ring in a counterclockwise direction until otherwise directed by the judge. Recommended to be shown both ways of the ring at the walk, trot, extended trot, walk, canter, walk, reverse and repeat.
3. All horses will be brought to a flat-footed walk before changing gaits.
4. The judge may ask for additional rail work from any of the entries.

### **Judging/Scoring**

Saddle Seat performance type horse appropriate to their breed. Scoring will be based on performance and manners.

**Disqualifications:** See # 14 under General Rules

## **HUNT SEAT DIVISION**

Braiding is traditional, but not required

All jump heights are at the discretion of the show committee

### **Appointments**

#### **Minimum**

1. Appropriate heeled boots (hunt or jodhpur)
2. Breeches or jodhpurs
3. Shirt
4. ASTM/SEI Helmet

#### **Preferred**

1. Hunt Coat of conservative color

2. Choker or tie
3. Gloves

**Optional:**

1. Spurs of unroweled type, with a strap
2. Crops (maximum length 30 inches)
3. Traditional colored half chaps with matching paddock boots are acceptable
4. Any protective safety equipment for the rider (protective vest, other)

**Tack/Equipment**

1. Saddles of hunt or balance type preferred.
2. Regulation snaffles recommended or Pelhams with Cavesson nosebands and flat curb chain or straps. Kimberwicks and Uxeter bits are allowed. If a full bridle (curb and bridoon) is used, the bridoon is thicker than in an English Ple3dwuF6 11.04 Tf1 i ccker than in an English Ple3dwuF



## **In-Gate Diagram**

### **Judging/Scoring**

Class to be judged on seat, hands, suitability of horse to rider, and the performance of the of aids and cues, and control of the

### **Judging/Scoring**

1. When a horse makes two faults at one obstacle, only the major fault will be counted, except refusals, which will count in addition.
2. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
3. Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched.
4. Circling once before beginning and after ending the course is permissible (see diagram).
5. Loss of forward motion will be scored as a refusal.
6. Major faults
  - a. Knock down
  - b. Refusal
  - c. run out
  - d. bolting on course
7. Elimination:
  - e. Extra circle
  - f. 3<sup>rd</sup> refusal
  - g. Jumping an obstacle before it is reset
  - h. Jumping an obstacle not included in course
  - i. Failure to keep proper course
  - j. Fall of horse and or rider in any class. A rider is considered to have fallen when they are separated from their mount in such a way as to necessitate remounting or vaulting into the saddle. A horse is considered to have fallen when the shoulder and haunch on the same side are touching the ground or an obstacle and ground.

**Disqualifications:** See # 14 under General Rules

### **HUNTER OVER FENCES**

1. After completing the course, no horse will be requested to re-jump the course.
2. Upon completion of the entire class over fences, the finalists may be asked to jog their horses past the judge to show soundness.
2. The judge will penalize unsafe jumping and bad form over fences, whether touched or untouched.
3. Fences should simulate obstacles which might be found in the hunting field, such as natural post and rail, brush, stonewall, gates, chicken coops, Aiken or hedge. Spreads over 4 feet are prohibited. The use of unusual objects

**Disqualifications:** See # 14 under General Rules

## **HUNTER HACK**





- Ascending oxer (usually called a Ramped Oxer): the furthest pole is higher than the first
- Descending oxer (usually called an Offset Oxer): the furthest pole is lower than the closest
- Swedish oxer: the poles slant in opposite directions, so that they appear to form an "X" shape when seen head on
- Triple bar is a spread fence using three elements of graduating heights
- Cross rail two poles crossed with one end of each pole being on the ground and on jump standards so that the center is lower than the sides.
- Wall this type of jump usually is made to resemble a brick wall, but the "bricks" are constructed of a lightweight material and fall easily when knocked
- Hogsback a type of spread fence with three rails where the tallest pole is in the center
- Combination usually two or three jumps in a row, with no more than two strides between each; two jumps in a row are called double combinations, and three jumps in a row are called triple combinations (if a horse refuses the second or third element in one of these combinations, they must jump the whole combination again, not just any obstacle missed)
- Fan: the rails on one side of the fence are spread out by standards, making the fence take the shape of a fan when viewed from above
- Liverpool: a ditch or large tray of water under a vertical or oxer
- Joker: a tricky fence comprising only a rustic (or unpainted) rail and two wings wherein the lack of filler makes it difficult for a horse to judge their proximity to the fence as well as the fence's height.

### **Class Routi90.0gu**

faults. It is recommended that no more than ten numbered obstacles be included in the first round.

### **3. Power and Speed:**

The first phase (power) to consist of 8 to 10 jumping efforts and the second phase (speed, or immediate jump-off) of 5 to 7 jumping efforts. Scores are decided by fastest time with fewest faults in the speed phase, working backward to fastest time in the power phase. If a competitor has gone clean in the first round, he will, upon crossing the finish line, commence the designated jump-off course. Time starts as the horse crosses the finish line for the initial course.

## **DRESSAGE DIVISION**

There are two dressage classes that may be readily incorporated into a standard horse show: Dressage Equitation and Suitable to Become a Dressage Horse. These classes do not

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**Disqualifications:** See # 14 under General Rules

## **WESTERN DIVISION**

Side Saddle shall be permitted in any class. ASTM/SEI helmets required. Saddle and bridle must be for the same seat ridden. Clothing and appointments should be neat, clean and appropriate for the seat ridden for the show ring. See the International Side-Saddle Organization for specific regulations.

### **APPOINTMENTS**





## **WESTERN RIDING**

### **Class Routine**

This class is a competition in the performance of a sensible, well-mannered, free and easy going ranch horse which can get its rider around on the usual ranch chores, over trails, or give a quiet, comfortable and pleasant ride in open country and over obstacles.

1. All horses will follow the posted pattern. Any horse not following the exact pattern may be penalized or disqualified at the discretion of the judge.
2. The \_\_\_\_\_-shaped markers (\_\_\_\_\_ recommended). These should be spaced a uniform distance apart. The preferred distance lengthwise between the markers is 40 feet, but if arena space is limited, they may be spaced 30 feet apart. Width-wise there should be a distance of 60 feet when the length is 40 feet and a distance of 50 feet when the length is 30 feet.
3. \_\_\_\_\_ obstacle, if possible, should be at least 12 inches high and not more than 18 inches high. A small log is recommended. A ground pole may be used if a more suitable obstacle is unavailable.
4. The long and sometimes twisting line indicates the direction to travel and the gaits at which \_\_\_\_\_ (----) the jog, the \_\_\_\_\_ solid line (\_\_\_\_) the lope.
5. If the horse runs into a marker, he will be penalized but not disqualified.
6. The method of holding the reins is the same as that for Stock Seat Equitation.
7. \_\_\_\_\_ he horse and saddle.
8. Spurs or Romal will not be used forward of the cinch.
9. Leg coverings not allowed.
10. For all patterns simple lead changes will be allowed, however; flying lead changes will be given preference and will be reflected in the scoring of all patterns.

### **Judging/Scoring**

The horse in this class will be judged on riding quality and smoothness of gaits, changes of lead, response to rider, manners, disposition, and intelligence. The horse should execute flying lead changes quietly and smoothly. Contestants will be penalized when the horse changes leads in the front but not behind and when horse shows signs of resistance to lead changes (tail-wringing, head tossing, etc.). When the horse is asked to go over the obstacle, it should do so smoothly and calmly; when asked to back, it should do so in a relaxed, obedient manner.

## WESTERN RIDING PATTERNSTTERNS



**Pattern III**

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

**Pattern IV**

1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.

## **WESTERN REINING**

### **Class Routine**

The judge will indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used. As each maneuver group is completed, the judge will make an assessment in accordance with the following scale:

+ 1 ½ .....	Excellent
+1 .....	Very good
+1/2 .....	Good
0 .....	Correct
-1/2 .....	Poor
-1 .....	Very Poor
-1 ½ .....	Extremely poor

These maneuver group scores are added to the starting score of 70 and from that gross score all penalties are subtracted to arrive at a final score.





**WESTERN REINING PATTERNS**

**Pattern 1**

**Pattern 2**





**Handiness Pattern #1**







**Class Routine**

To be shown at the walk, trot, extended trot and lope both ways of the ring. Horses must stand quietly and back readily. All horses may be asked to extend the walk and lope. Other optional maneuvers are stop, reverse at the trot, 180 degree reverse.

**Judging/Scoring**

The overall manners and responsiveness of the horse while performing the maneuver

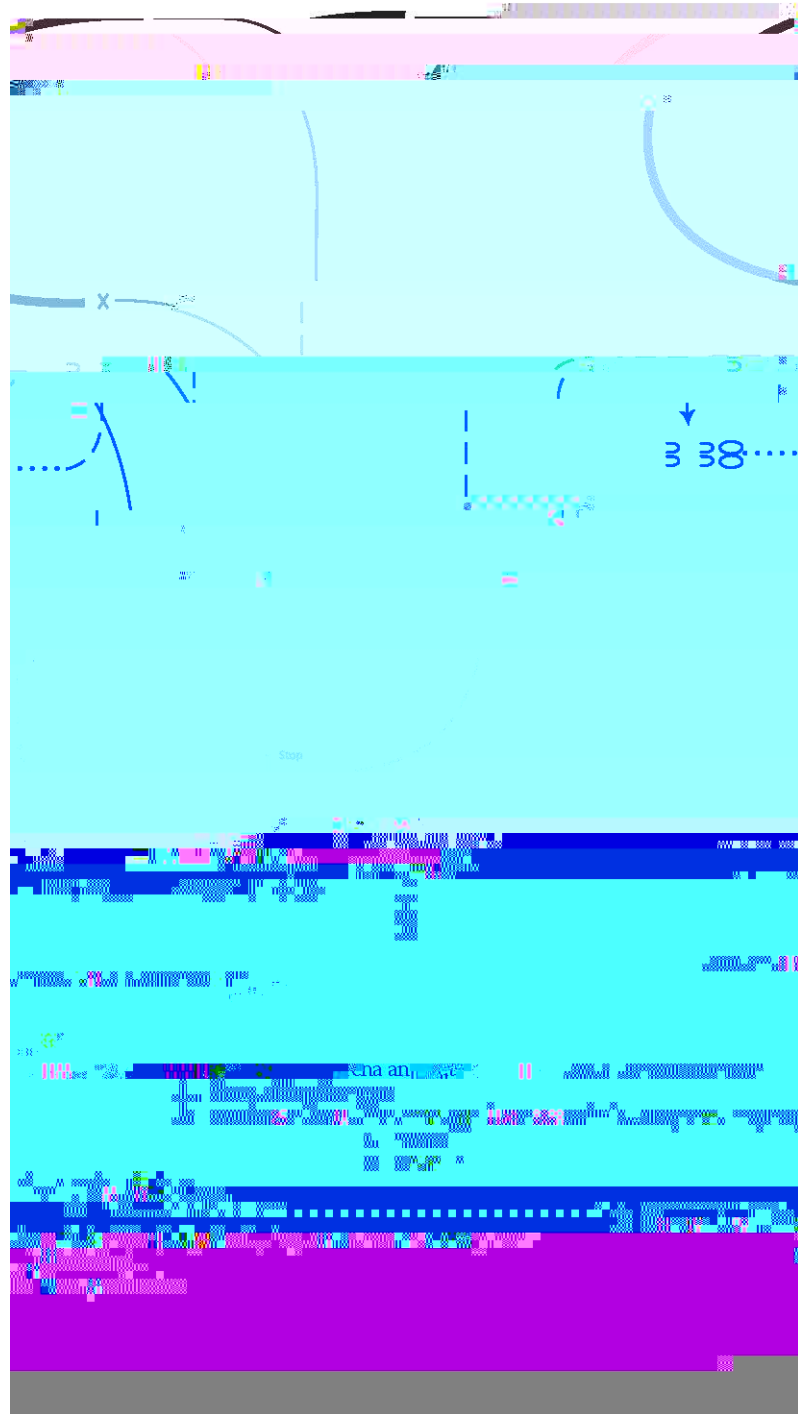
## Penalties

1. One (1) point penalties
  - a. Too slow/per gait
  - b. Over-bridled
  - c. Out of frame
  - d. Break of gait at walk or trot for 2 strides or less
  - e. Split log at lope
2. Three (3) point penalties
  - a. Break of gait at walk or trot for more than 2 strides
  - b. Break of gait at lope
  - c. Wrong lead or out of lead
  - d. Draped reins
  - e. Out of lead or cross cantering more than 2 strides when changing leads
  - f. Trotting more than 3 strides when making simple lead change
  - g. Severe disturbance of any obstacle
3. Five (5) point penalties
  - a. Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
  - b. Use of either hand to instill fear or praise
4. Placed below horses performing all maneuvers (OP)
  - a. Eliminates maneuver
  - b. Incomplete maneuver
5. Zero (0) score
  - a. Illegal equipment (including braided or branded manes or tail extensions)
  - b. Willful abuse
  - c. Major disobedience or schooling
6. No specific penalties will be incurred for nicks/ hits on logs but a deduction may be made in the maneuver score.
7. No specific penalties will be incurred for over/ under spins but a deduction may be made in the maneuver score.





Pattern adapted from the Appaloosa Horse Club Ranch Riding Patterns.



Pattern adapted from the Appaloosa Horse Club Ranch Riding Patterns.





**RANCH TRAIL**



1. Walk flat-footed rapid, elastic
2. Trot square, collected and balanced
3. Extended trot balanced, ground covering; ability to extend the forelegs rather than merely increase speed
4. Intermediate gait a four beat lateral gait, including but not limited to the following gaits: running walk, fox trot and the gaits of the Paso Fino
5. Canter smooth, collected and straight on both leads
6. Hand gallop

## **Obstacles**

Each show committee must plan its course in advance of the show date.

### **Safety is the major importance.**

The judge has the right and duty to alter the course in any manner, to remove any obstacles he deems unsafe before the start of the class. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents.

**The following list is a guideline or sampling of the most common obstacles that MAY be used.**

1. *Bridge* – Should be sturdy enough to hold the weight of a large horse (1200 lbs or more). The floor should be a solid platform and not more than 12 inches high. The length should be about 8 feet, and width about 4 feet.
2. *Mailbox* – Exhibitor should remove object, show it to the judge and replace object.
3. *Logs* – Approximately 4-6 inches in diameter should be placed on the ground for the horses to walk over

Walkovers: 20-24 inches apart.

Jog or trot overs: 3 feet : 3 feet # 3<sup>a</sup> og





All tack shall be clean, and in serviceable condition. Saddles should fit the horse and rider. Tack used shall comply with the rules in the Western division. Attire shall be as set forth in the Western division.

### **Class Routine**

A true family 4-H horse is easy to handle, quiet, usually easy gaited and does not show undesirable mannerisms. His overall performance should be smooth, consistent and obedient.

1. All horses enter the ring in a counterclockwise direction. All horses will be asked to walk, jog and lope both ways of the ring. Horses will be asked to back. Excessive speed or excessive slowness may be penalized.
2. The first way of the ring, equitation will be the focus. The scoring will be evaluated on the maintain optimal position and provide maximum performance. This will show the willingness of the horse to work with the rider to obtain peak horsemanship and performance.
3. The second way of the ring, pleasure will be the focus. The scoring will be evaluated on the only for the rider performing in the class.
- 4.

## **4-H CLUB CLASS**

*To be judged on ability to work together, originality, and style of performance.*

### **Special appointments**

*Costumes and props as needed.*

### **Class Routine**

*Two or more members of a club will be given 5 minutes in which to complete a program of their choice. Music is optional (show management should designate whether exhibitors*





## 2. Harness -

*and appointments. Failure to meet requirements shall result in immediate elimination by the TD/SS.*

**K.** If during a class any breakage occurs to the cart or harness, the exhibitor will be granted a two-minute







## **OBSTACLE DRIVING**

All Equines - Not timed, and to be judged similar to an In-Hand Obstacle/Trail class

### **Class Procedure:**

1. General course requirements shall include the following:
  - a. All obstacles driven over a prescribed course.
  - b. The maximum width of "L" and "U" shaped obstacles shall be 10' and 13', respectively, for large equines; 8' and 10', respectively, for small equines.
  - c. While many devices prove useful as obstacle markers, the "traffic cones" are the most easily obtained and quickly set.
  - d. Competitors are prohibited from driving, leading, or riding their equines on any course at any time prior to the competition. It is advisable, however, for competitors to walk the course prior to the competition.
  - e. Equines must be three years old for obstacle driving
  - f. All obstacles must be numbered on the course in order of sequence

### **Basis of Judging:**

#### **1 Point Penalties**

1. Knocking over start or finish marker
2. Knocking down or dislodging obstacle
3. First disobedience\*
4. First break from trot to canter
5. Each hoof outside marker
6. Wheel outside marker

#### **2 Point Penalties**

1. Second disobedience\*
2. Second break from trot to canter

#### **3 Point Penalties**

1. Not completing an obstacle
2. 60 second time limit exceeded per obstacle   ask to move to next obstacle

#### **0 Score on an obstacle**

1. 3 refusals at one obstacle results in a zero score   ask to move to next obstacle

#### **Elimination**

1. Starting before signal
2. Failure to cross starting line w/in 1 min.
3. Failure to cross starting or finish line
4. Going off course (taking obstacles out of order)
5. Outside assistance
6. Failure to carry a whip
7. Breakage of harness or vehicle
8. Prolonged canter
9. The following is considered off course and shall result in elimination from the class:
  - Taking obstacle from wrong side
  - Skipping obstacle unless directed by judge
  - Attendants interfering with the performance of exhibitor

\* **Disobediences** include:

- a. Run-out - evading or passing an obstacle or the finish line.
- b. Refusal - stopping for a prolonged time in front of an obstacle or stopping and then backing (even one step) in front of an obstacle. It is not considered a refusal if the equine stops and then immediately proceeds forward.
- c. Any form of circle which causes a competitor to cross the original track between two consecutive obstacles, except to retake an obstacle after a refusal or run-out shall be penalized.

In the event of a tie, there will be a drive-off over a shortened course

**Disqualifications:** See # 14 under General Rules, this applies to all Driving classes

## **COMBINATION CLASS**

### **Drive and Ride, All Equines - Junior/Senior**

The personal appointments of all contestants entered in these classes shall, in addition to those specified for driving, also correspond to those personal appointments specified for the equitation class of the appropriate seat

### **Class Routine**

1. To be shown in two sections:
  - a. In harness - to be shown to a suitable pleasure driving vehicle, both ways of the arena at a walk, pleasure trot, and extended trot. To stand quietly and to rein back.
  - b. Under saddle - to be shown both ways of the arena at a walk, trot or jog, and canter or lope. To stand quietly and to rein back.
2. Class routine shall include the following specifics:
  - a. In combination classes, each entry must be shown by the same person in all sections.
  - b. Two grooms or attendants may assist with unharnessing but shall not enter the ring until directed to do so.
  - c. **Removal of the bridle while an equine is put to a vehicle calls for automatic elimination.**
  - d. The vehicles are to be removed from the arena as soon as the unharnessing is completed.

### **Judging and Scoring**

- 50% on performance, manners, way of going, and suitability in harness
- 50% on performance, manners and way of going under saddle.

**Disqualifications:** See # 14 under General Rules, this applies to all Driving classes









## **GAMBLER'S CHOICE – All Equines**

### **Class Routine**

1. Each driver has the same amount of time in which to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty, the easier obstacles having a lesser value than the more

Judged 40% reinsmanship, 40% for pleasure driving and 20% on halter conformation.

### **Tack/Equipment/ Attire**

All tack shall be clean, and in serviceable condition. Harness and vehicle should fit the horse and driver. Tack used shall comply with the rules in the Driving division. Attire shall be as set forth in the Driving division.

### **Class Routine**

A true family 4-H horse is easy to handle, quiet, usually easy gaited and does not show undesirable mannerisms. His overall performance should be smooth, consistent and obedient.

1. All horses enter the ring in a counterclockwise direction. All horses will be asked to walk, pleasure trot, extend the trot and halt. Horses will be asked to rein back.
2. The first way of the ring, reinsmanship will be the focus. The scoring will be evaluated on the driver including the driver maximum performance. This will show the willingness of the horse to work with the driver to obtain peak reinsmanship and performance.
3. The second way of the ring, pleasure driving will be the focus. The scoring will be evaluated on the driving horse.
4. Once horses have gone both ways of the ring, they will be asked to come to the center, they will then be stripped of their tack and a halter placed on the horse for a halter line up and review.

### **Judging/Scoring**

#### **Reinsmanship ability:**

horse and maintain his/her basic position while doing so. **To be judged 40% on this portion.**

**Pleasure driving ability:** To be judged on manners, and performance and suitability as a pleasure driving horse, obedience and consistency of the performance will be considered as well as soundness, 0912 0 612 792 reW\* 4C5anW\* nQq0.00000912 0 612 792 reW\* nBT/F6 11.04 Tf1 0 0 1 85.

**Scoring**

Judging shall be on the basis of the best overall disciplined rail performance.  
To be judged on performance, smoothness, obedience and consistency.

**Procedure**

This class routine shall be to perform work on the rail

**Wrap Straps (Safety Straps)** Attached to the girth by a keeper; they secure the shaft loops to the shafts. This usually is the position where the shafts curve closest to the body of the horse. The shafts may be covered with leather or have shaft stops attached to the shafts at this place. This arrangement may take the place of breeching on light show buggies or carts over level surfaces.

**Breeching (Optional)**

There are two main types of breeching in use:

hip curves into the leg. It should lay against the horse, neither floppy nor tight. The horse must be able to move freely at the trot on.

**Kicking Strap (Optional)** Used on single harness as a safety measure should a horse be inclined to kick in harness. It is also a





## **B. Prohibited**

1. Period costumes
2. T-shirts, sweatshirts, tank tops or crew neck shirts
3. Open-toed shoes, sandals,
4. Clip on spurs
5. In halter obstacle, hunters, jumpers and all showmanship classes, chains may be a part of the lead on the halter, mouth or over the

## **Tack and Equipment**

### **A. Required**

1. Halter with lead rope or shank
2. For driving see rules in the driving division
3. For showmanship please see rules in showmanship division
4. For costume class see class specifications in miscellaneous class section

### **B. Optional**

1. Driving tack and equipment will be in line with the rules in the driving division
2. Any protective safety equipment for the rider (protective vest, other)

### **C. Allowed**

1. Only equipment allowed in the show ring is allowed in the practice ring

## **General Specifications**

1. Classes in this division are open to all equines 12 hands and under
2. ~~Miniature horses to measure 39 inches and under~~
3. Outside assistance in any class after the judging has begun entails disqualification
4. Small Equine division participants are allowed to cross enter into the driving division classes (aTQq0. 51 s



- B. Exhibitors **may not** go over jumps with horse
- C. Judge(s) and steward **shall** walk Hunter/Jumper course with designer and exhibitors prior to start of class
- D. Course diagrams must show with arrows the direction each obstacle must be taken.
- E. A start and finish line must be established at least twenty-four (24) feet from the first and last obstacle if possible, indicated by two (2) markers at least four (4) feet apart. Horses (exhibitors optional) must cross the line in the proper direction to start and complete the course.
- F. Horses must stay within the course boundaries as outlined by the start and finish cone. The start and/or finish cones outline the portion of the course in the immediate areas of the starting (first) and finishing (last) obstacles only, not the entire course.
- G. Baiting of horses to encourage an animal to perform any of the jumps is not allowed. **Any baiting is a disqualification.**
- H. Hunters and Jumpers may show with braided manes and tails in the manner of their larger counterparts.
- I. This section is divided into two (2) types of classes Jumpers and Hunters -horses are required to be a minimum of three (3) years of age to compete.

### **Jumps for In Hand Hunters and In Hand Jumpers**

1. Jumps

5. The horse with the fastest time and fewest faults will be declared the winner. A competitor who does not take part in the jump-off must always be placed behind a competitor who has been eliminated in that jump-off.

### **Judging and Scoring**

Jumpers are scored mathematically, based on penalty faults including knockdowns, refusals and elimination incurred between the starting line and the finishing line

In scoring jumpers, an in and out is to be considered as two (2) jumps

### **Penalties and Faults**

### **Judging and Scoring**

Hunters are to be judged on style, manners and way of going, with preference given to those equines that cover the course at an even pace, with free-flowing strides, as in a brisk trot or canter, but must maintain same gait throughout the entire course.

### **Causes for elimination in Hunter classes:**

1. Three (3) refusals
2. Off course
3. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design)
4. Fall of equine or exhibitor
5. Jumping of obstacle by exhibitor
6. Carrying a whip
7. An unsound equine

### **Major faults to be scored:**

1. Knockdowns
2. Touches
3. Refusals
4. Bucking or kicking
5. Spooking or shying
6. Wringing of tail
7. Showing an obstacle to equines
8. Not maintaining an even pace

## **IN HAND COMMAND**

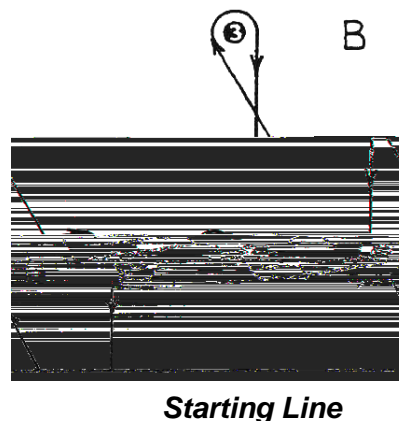
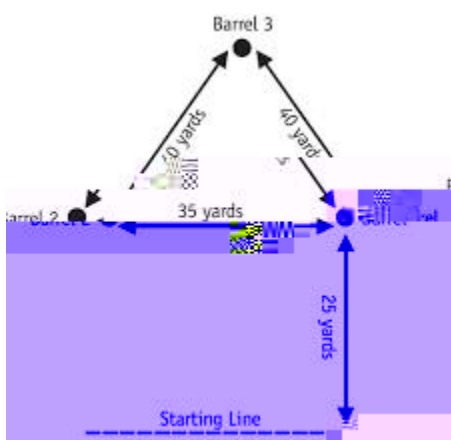
promptly and correctly will be eliminated



3. *Off course. This includes negotiation of obstacles in other than the specified order or in the wrong direction. Crossing the start/finish line before completion of the pattern.*
- 4.



## CLOVERLEAF BARREL RACE



The contestant is allowed a running start and a choice of two methods of running the course, starting to the right or left barrel first. In the first method, at the signal from the starter, the entry will circle barrel number 1 clockwise, circle barrel number 2 counter-clockwise, circle barrel number 3 counterclockwise and then cross the finish line. The second method allows the rider to circle the left barrel 2 counterclockwise first and then the right barrel 1 clockwise, barrel 3 clockwise and then cross the finish line.

The course must be measured exactly. Barrels number 1 and 2 should be 25 yards from the timing line with a distance of 35 yards separating them. Barrel number 3 should be 40 yards from barrels 1 and 2. If the course is too long for the available space, the pattern should be reduced to 5 yards (15 feet) at a time until the pattern fits the arena. Adequate space should be allowed between the barrels and any obstacle. The distance from barrel number 3 to the finish line need not be reduced 5 yards (15 feet) at a time if there is sufficient room for the horse to stop. Barrels should be set at least 15-20 feet from the arena walls or fences so the horses must turn around barrels, not at the fence. You may need to check your state liability rules regarding ring size before adding any Gymkhana classes.

## FLAG RACE

**Timed Event** A pail of sand with a flag in it will be placed at far end of ring. Contestant is given another flag. Contestant rides around pail, places flag in pail and picks up other flag and races back to finish line. Flag must be in pail when contestant crosses finish line or contestant will be disqualified. Hitting horse with the flag will mean disqualification. Must cross finish line with the second flag. Flags should be two different colors. Variations of this race are available in different states.

## **KEYHOLE RACE**

*The starting line will be 50-100 feet (according to arena size) from the entrance to the keyhole. The entrance will be 4 feet wide and 10 feet long, connected to a circle 20 feet in diameter, forming a keyhole.*

*The contestants will cross the starting line, proceed through the entrance, turn right or left in the circle making a complete 180 degree turn.*

*The contestant will then return through the entrance and cross the finish line.*

*In addition to the disqualifications listed under gener*

**POLE**



**IZZY DIZZY**

**DISQUALIFICATION**