

- 1½ minute intervals.
7. Left side – rear - right side – front.
8. Announcer will indicate the rotation of the class horses and group leaders will see that the instructions are carried out.
9. Divide each group into two smaller groups, a minimum of 50 feet apart, to observe the horses on the move.
10. Start with the #1 horse, walk both ways and trot both ways. Lead on a straight line between groups observing travel. The group leader will see that all horses are set up and moved properly.
11. After all four horses have been observed on the move, allow close inspection at rear view. No touching or mouthing horses. CAUTION – stay one horse length away to avoid being stepped on or kicked. Exception: to check height of horse, approach from the left side.
12. Final view – all contestants behind the 25-foot line, side view, and mark card in final two minutes.
13. Contestants check placing and hand cards in to their group leader. NO TALKING or SIGNALING is allowed as groups are changing classes. Move groups clockwise and around the class in such a manner that groups do not intermingle.
14. DO NOT move to next class until instructed by the announcer.
15. Twelve minutes is allowed to judge each class.

Performance Classes

1. Contestants and official judges are to be seated in the bleachers.
2. Announcer calls the class routine and line-up.
3. Reining classes perform in order of assigned number – 1, 2, 3, 4.
4. Class participants should line up after each individual performance, left to right - 1, 2, 3, 4 - for clarification of numbering of contestants.
5. Equitation classes enter and proceed with regular class routine, ending with horses lined up, left to right - 1, 2, 3, 4 - at ring center.
6. Because of close proximity of contestants, look straight ahead, NO TALKING.

Oral Reasons

1. Contestants will be given their order for presenting oral reasons.
2. Two-minute time limit.
3. Be ready to give reasons in proper order.
4. Notes shall not be used for giving oral reasons.
5. When finished giving reasons, contestant may pause a moment for any questions.
6. Wait for dismissal by the judge.
7. An official set of oral reasons will be given on each class by the judge of that class. Oral Reasons will be posted the following morning.
8. Failure to give reasons when required will result in disqualification from the contest.

South Dakota 4-H Horse Project Show Guide



Updated by:

4-H/Youth Development Department

South Dakota State 4-H Horse Committee

Revised 1985, 1987, 1989, 1992, 1994, 1996,
1998, 2000, 2002, 2003, 2004, 2006, 2007,
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- The contestant, his or her county 4-H staff member, and the State 4-H Leader must certify as follows on the application form or an accompanying memo: "This contestant has not participated in post-secondary coursework in the subject area of the national competition, nor has he or she participated in training for post-secondary competition in the subject area of the national 4-H competition."

Teams

- Beginner, Junior and Senior 4-H members may participate in the South Dakota State 4-H Horse Judging Contest. However, only senior members age 14 and older are allowed to participate in national competition.
- Each county may enter one judging team in each age division. Each county may enter an unlimited number of judging individuals.
- Teams may have no less than three and no more than four members. If a county team cannot be fulfilled, a Field Education Unit (FEU) Judging team will be allowed. E.g.—If one county in the unit cannot fill a team, the other counties in the FEU could join together to form a team.

Halter Classes

Four animals of the same sex and breed will be used. Any breed or type of horse/pony may qualify. Emphasis in class selection is given to conformation differences rather than size or bloom. Classes will depend on availability of animals for use. **All halter horses are to be judged as sound of limb, eye, wind, mouth and reproductive organs.**

Performance Classes

Any bona fide 4-H performance class may be used, depending on availability. **Performance horses are to be judged as seen (unsoundnesses are to be penalized accordingly.) All exhibitors' tack and attire is legal in the performance classes.**

Judging Groups

Contestants will be divided into groups of equal numbers with no team members in the same group. Groups will stay together at all times during the contest and will receive instructions from the announcer and group leader. Contestants should direct any questions to their group leader. No talking after the start of the contest except to the group leader.

Judging Attire

4-H exhibitors should wear neat, clean, suitable clothing to uphold the image of the 4-H organization. All shirts must have sleeves and be tucked in. Long, dark-colored jeans or pants should also be worn. No commercial advertising of any sort may be on clothing, except in cases where shirts are sponsored and/or provided for dress code purposes. Close-toed shoes are required during the event.

Suggested Judging Procedure

(Procedure may be altered to fit specific situations, contests or events.)

1. Contestants all keep their backs to the class until the signal to begin from the announcer.
2. Twenty-five foot line – all contestants must stay behind this line until the horses are traveled.
3. Space horses about eight feet apart on level ground.
4. Number on showman – left to right – 1, 2, 3, 4.
5. Begin with a side view.
6. Move the horses one-quarter turn (90 degrees) at

- The official may ask questions of any or all of the team members to clarify the presentation.
- Team problem scores will not be included in determining the rank of individuals but will be added to the team scores from the other three phases to determine overall team standings.
- Examples of possible team problems:
 - Balancing a horse's ration.
 - Farm management recommendations for specific horse operations (i.e., breeding, training, boarding, nursery, lay-up, etc.)
 - Considerations for the establishment of a new horse facility (stable to be used for a specific purpose).
 - Recommendations for selecting, locating, and purchasing horses for specific uses.
 - Behavior problems—causes, management of and corrections.
 - Training and conditioning programs—equipment, schedules, methods, nutrition, problem avoidance.
 - Breeding and/or leasing contracts—specific clauses for insurance, liability, payments, care, termination, transport, etc.
 - Teaching lessons in horse management (specific subject to be announced) to a group of 9-11 year old beginner 4-H'ers: where, how long, how much information, hands-on experience, reinforcement, testing evaluation, will be considered.
 - Explanation of use or assembly of specific equipment.
 - Demonstrate skill or ability to use specific equipment.

Tie-Breaking

All ties overall, individual and team, will be broken using the following sequence:

- Examination scores
- Station scores
- Judging scores

Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, the scores at each station, in order may be used.

Resources

- EQUUS Magazine, glossary only, Decembember 2004 – November 2008
- The Horse, 2nd Edition – Evan, Borton, Hintz, and Van Vleck. W.H. Freeman and Company.
- Feeding and Care of the Horse (2nd Edition) – Lon Lewis. Williams and Wilkins.
- Horse Industry Handbooks and Youth Leaders Manual – American Youth Horse Council
- EQUUS Illustrated Handbook of Equine Anatomy, Vol. 2

STATE 4-H HORSE JUDGING CONTEST

National Contest Eligibility

- Only Senior 4-H members age 14 to 19 (as of January 1 of the current 4-H year) are allowed to participate in national competition. If a member of the winning team does not meet this requirement, they will be replaced by the next highest individual participant for the national competition.
- Contestants (including team alternates) may participate in only one national contest (i.e. quiz bowl, judging, hippology, etc.) per year.

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CLASSES

The following will be the official classes at the State 4-H Horse Show. Contestants should enter classes within their age division whenever possible. Contestants must choose not more than one of the classes from each box/group of classes as follows:

SHOWMANSHIP

Beginner Western Showmanship Beginner Pony Western Showmanship Junior Western Showmanship Junior Pony Western Showmanship Senior Western Showmanship
--

Junior English Showmanship Senior English Showmanship
--

Junior Draft Horse Showmanship Senior Draft Horse Showmanship
--

EQUITATION

Beginner Stock Seat Equitation Beginner Pony Stock Seat Equitation Junior Stock Seat Equitation Junior Pony Stock Seat Equitation Senior Stock Seat Equitation
--

Beginner Hunt Seat Equitation Junior Hunt Seat Equitation Junior Pony Hunt Seat Equitation Senior Hunt Seat Equitation

Junior Saddle Seat Equitation Senior Saddle Seat Equitation
--

Junior Hunter Equitation Over Fences Senior Hunter Equitation Over Fences
--

PERFORMANCE

Junior Western Riding Senior Western Riding
--

Junior Reining Senior Reining

Junior Trail Senior Trail

Junior Pleasure-Type Pleasure Driving Senior Pleasure-Type Pleasure Driving Junior Stock Horse Pleasure Driving Senior Stock Horse Pleasure Driving Junior Draft Horse Pleasure Driving Senior Draft Horse Pleasure Driving
--

Junior Team Hitch Driving Senior Team Hitch Driving
--

TIMED EVENTS

Junior Barrel Racing Junior Pony Barrel Racing Senior Barrel Racing

Junior Pole Bending Junior Pony Pole Bending Senior Pole Bending
--

Junior Break-Away Roping Senior Break-Away Roping
--

Senior Tie-Down Calf Roping

Senior Team Roping

ject area of the national 4-H competition."

Teams

- To participate in the South Dakota State Contest, the participant must be a current 4-H member. Reminder—Only Senior exhibitors (ages 14-19) will be eligible for the National Competition.
- Contestants (including team alternates) that have participated in a national contest are still eligible to compete in the South Dakota State Contest but will be ineligible for the national contest.
- Each county may enter four teams (two junior and two senior). Each team must consist of no less than three and no more than four members. If a county team cannot be fulfilled, a Field Education Unit (FEU) team will be allowed. E.g.—If one county in the unit cannot fill a team, the other counties in the FEU could join together to form a team.

The Contest

-Examination Phase—will include:

- Written Exam
- Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.
- Anatomy which may include external, skeleton, internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.

-Station Phase—this phase will consist of a series of stations or tables where all contestants will respond to the requirements of the station. Members will be allowed two (2) minutes at each station. Examples of stations which may be used include:

- Identification of:
 - Various types of saddles (actual or pictures) and parts of saddles.
 - Tacks, bits, bridles, horse shoes and parts of shoes. Tools and equipment, and assembly of specific parts of various pieces of equipment. Grains and forages used in equine rations including various forms of methods of preparation.
 - Internal and external parasites based on actual samples, pictures, life cycle charts and/or damage caused.
 - Blemishes and unsoundnesses.
 - Age of equines based on teeth.
- Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horse health.
- Measurements such as, but not limited to, wither height, shoes size, girth, collar size, gullet width, seat length of saddle, etc. may be required.

-Judging Phase—contestants will be required to place at least two classes, consisting of one halter and one performance.

-Team Problems Phase

- Each team will be presented with the same problem (s).
- Each team will have equal time to discuss among themselves the problem, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem.
- Each team member is encouraged to participate in the oral presentation.
- Evaluation will be based on the understanding of the problem, completeness of the response, the probability of success of the solution or procedures, and the logic used in making the oral response.

Note: A senior contestant may compete with a pony in any senior division event.

*A horse over 5 years of age must exhibit in a performance class unless exhibited by a Beginner.

the answer is given. The moderator and the referee judges will consider the protest, and their decision in all cases is final.

Scoring

- Only those contestants who have participated in three or more matches will be considered for the top individual awards.
- The three high match scores for each individual will be used in cases where individuals participate in more than three matches.
- Ties for individual awards will be broken on the basis of :first, high average score for the entire contest; second, high individual match scores; and third, total number of points earned.

Resources

- Illustrated Dictionary of Equine Terms – New Horizons Equine Education Center. Alpine Publications.
- The Horse, 2nd Edition – Evan, Borton, Hintz, and Van Vleck. W.H. Freeman and Company.
- Feeding and Care of the Horse (2nd Edition) – Lon Lewis. Williams and Wilkins.
- Horse Industry Handbooks – American Youth Horse Council; PRIMEDIA Equine
- Youth Leaders Manual – American Youth Horse Council, PRIMEDIA Equine
- AQHA Rulebook (2009, 57th Edition) – Only show rules will be used, Sections 442-480.
- SD 4-H Horse Project Show Guide
- 4-H Rodeo Rules & Regulations

Please refer to the Horse Classic section in this website for more detailed contest information:

www.westernnational4hroundup.org.

HIPPOLOGY CONTEST

4-H Horse members are provided an opportunity to demonstrate their knowledge and expertise in equine science.

National Contest Eligibility

- States are invited to enter one (1) team of no more than four members. On teams consisting of four members, all will compete; however, the lowest score in each phase will be dropped. For those teams consisting of three members, all members' scores will count in determining individual and team awards.
- Only Senior 4-H members age 14 to 19 (as of January 1 of the current 4-H year) are allowed to participate in national competition. If a member of the winning team does not meet this requirement, they will be replaced by the next highest individual participant for the national competition.
- Contestants (including team alternates) may participate in only one national contest (i.e. quiz bowl, judging, hippology, etc.) per year.
- After competing in a national contest, contestants (including team alternates) are ineligible to compete in the same contest again at the national level.
- The contestant, his or her county 4-H staff member, and the State 4-H Leader must certify as follows on the application form or an accompanying memo: "This contestant has not participated in post-secondary coursework in the subject area of the national competition, nor has he or she participated in training for post-secondary competition in the sub-

SOUTH DAKOTA 4-H HORSE PROGRAM

This rule book establishes uniform regulations and procedures for qualifying for and participating in the South Dakota State 4-H Horse Show. The rules govern the state show, the county shows and all shows used to qualify contestants for the state show.

Classes that fit the majority of South Dakota 4-H members are offered at the State 4-H Horse Show. Local and county shows may include other classes where necessary. The South Dakota State 4-H Horse Show should be a positive environment for those who participate.

Use of the 4-H 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.

Mission Statement

South Dakota 4-H enables youth to be engaged in the following:

- partnerships with caring adults
- positive learning environments
- developing their fullest potential
- learning life skills

Values Statement

Throughout the South Dakota Cooperative Extension Service 4-H/Youth Development program, we value

- youth, families, and communities;
- partnerships and coalitions that work for the betterment of youth in our state, and combined strength of local programming in cooperation with the land-grand university, South Dakota State University;
- every child's individuality and uniqueness;
- diversity and an inclusive environment that assures all youth access to programming;
- caring adults who volunteer to work with, mentor, and teach youth,
- the Six Pillars of Character: trustworthiness, respect, responsibility, fairness, caring and citizenship (CHARACTER COUNTS!)

Purpose/Objectives

The purpose of the 4-H Horse Program is to help the 4-H member:

- Develop leadership, initiative, self-reliance, sportsmanship and other desirable traits of character.
- Experience the pride and responsibility of having an equine and learning about its care, feeding, management, and related costs.
- Appreciate horseback riding as a healthy and wholesome form of recreation.
- Gain skill in horsemanship, patience and understanding when handling horses and ponies.
- Acknowledge safety precautions to prevent injuries to themselves, others and horses.
- Nurture greater love for animals and ensure continued humane attitudes toward them.
- Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.

Horse Project Plan

In the 4-H Horse Project you are expected to learn or do the following:

-Care of the horse:

- Nutritional needs
- Proper hoof care
- Grooming and showmanship according to breed standards
- Internal and external parasite control
- Health—know the common contagious, infectious, and communicable diseases and their control

-Training of the horse:

- Train the horse according to its natural ability and for your needs and use. Horses, like people, do not have the ability to excel in everything.

-Equipment:

- Proper selection, care and cleaning of all equipment
- Select equipment that will allow you to have complete control of your horse at all times, but do not use equipment which is harsh or will injure the animal. Check specific tack requirements for each horse show class.
- Properly worn ASTM/SEI approved headgear is strongly recommended any time the 4-H member is mounted.

-Anatomy of the horse

-Selecting and judging horses

- Common configuration faults, unsoundnesses and blemishes
- Common horse terms, color markings, and breeds

-Demonstrate in project area at the club, county and state events

Eligibility

- Youth between the ages of 8 and 19 are eligible for enrollment in 4-H. Youth must be 8 years of age on or before January 1 of the current 4-H year to enroll. Youth turning 19 on or before January 1 of the current 4-H year are no longer eligible for 4-H membership.
- Children with special needs/disabilities are eligible for enrollment with no maximum age limit.
- Youth in kindergarten through 3rd grade are eligible for enrollment in the South Dakota 4-H Cloverbuds program.

Age divisions for the South Dakota 4-H program:

Beginners: Age 8, 9 or 10 on or before January 1 of the current 4-H year

Juniors: Age 11, 12 or 13 on or before January 1 of the current 4-H year

Seniors: Age 14, 15, 16, 17 or 18 on or before January 1 of the current 4-H year and not have turned 19 on or before January 1

Beginners are to enter Junior classes if there is not a Beginner class listed. In some cases of an exhibitor with special needs or disabilities, age may be disregarded. When appropriate, the County Extension Office must alert 4-H/YD staff.

4-H Horse Safety Training

To help ensure safe participation by 4-H Horse members, each 4-H horse project/club member is required to complete the 4-H Horse Safety Training Program annually. Parents are required to complete the training every three (3) years. New 4-H Parents must complete the training the first year as a prerequisite for participating in

- There may be only one coach designated during any given round.
- The coach and alternate of a team should sit in the designated area.
- Coaches will not be allowed in the holding room during rounds.

Questions—There will be three types used:

- **One-On-One** questions to which individual contestants may respond. These points will count toward individual and team scores.
- **Toss-Up** questions are open to response by all contestants. These points will count toward individual and team scores. Three toss-up questions will have a bonus question attached and in general will be somewhat more difficult.
- **Bonus** questions are given to the team whose member has just correctly answered a toss-up question. The team is given 10 seconds to confer on this question which usually has more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward a team score. Only one member of the team will answer, however other team members may feed information to the individual answering.

Match Procedures

- Each match will be divided into two parts based on number of questions (40 questions per round plus 3 bonus questions).
- In the first part of the match, during the one-one-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions (i.e., 20 questions).
- During the second part of the match any individual on either team may respond to a question (20 total questions).
- The contestant activating the buzzer shall have five (5) seconds, AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR, to begin the answer to the question. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
- If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked remains consistent.
- Either team captain or coach, or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.
- The protest of a question or answer to a question may be made only by a team captain or coach and then only at the time a particular question is read or

YOUTH IN ACTION

Horse Safety Training Requirement:

Youth participating in the 4-H Youth in Action events (Quiz Bowl, Hippology, Public Speaking and Judging) are required to complete Horse Safety Training as stated. Participants need not be enrolled in the Horse Project.

HORSE QUIZ BOWL

The objectives of this activity are to stimulate learning and provide an opportunity for youth to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. It is hoped that these contests will provide an educational experience for both participants and spectators. The contest is open to all 4-H members, including those who may not own a horse.

The South Dakota 4-H Horse Quiz Bowl competition will follow the National Contest process and procedures with one exception: ***NEW—if the answer to any question is incorrect, the question WILL be turned over to the other team.***

National Contest Eligibility

- Only Senior 4-H members age 14 to 19 (as of January 1 of the current 4-H year) are allowed to participate in national competition. If a member of the winning team does not meet this requirement, they will be replaced by the next highest individual participant for the national competition.
- Contestants (including team alternates) may participate in only one national contest (i.e. quiz bowl, judging, hippology, etc.) per year.
- The contestant, his or her county 4-H staff member, and the State 4-H Leader must certify as follows on the application form or an accompanying memo: "This contestant has not participated in post-secondary coursework in the subject area of the national competition, nor has he or she participated in training for post-secondary competition in the subject area of the national 4-H competition."

Teams

- To participate in the South Dakota State Contest, the participant must be a current 4-H member. Reminder—Only Senior exhibitors (ages 14-19) will be eligible for the National Competition.
- Contestants (including team alternates) that have participated in a national contest are still eligible to compete in the South Dakota State Contest but will be ineligible for the national contest.
- Each county may enter two teams. Each team must consist of no less than four and no more than five members. If a county team cannot be fulfilled, a Field Education Unit (FEU) team will be allowed. E.g.—If one county in the unit cannot fill a team, the other counties in the FEU could join together to form a team.
- Only 4 contestants may be seated on the panel at any one time.
- One team member may be replaced a the panel when:
 - * The moderator deems it impossible for one of the seated members of the team to continue in the contest, or:
 - * The captain or coach of a team requests the replacement of a team member.****The removed team member may not return to that particular match.****

any 4-H Horse Project/Program riding or Youth in Action activity/event. The training must be completed by June 1 of each year. For more information, please refer to the 4-H Horse Safety Training Manual.

Those who are absolutely unable to attend a training will be given the option of taking an open-book test at their County Extension Office. The test must be administered by a County Extension Educator. The test will be based on the Safety Training Manual and must be passed with a score of 70%.

Horse Ownership

References to horses throughout this book mean all equines. Horses of any breed or breed combination are acceptable for this project. Mares and geldings may be of any age. Stallions over 8 months of age may not be exhibited. Horses shall be serviceably sound and in good condition.

1. Any horse to be used in the Horse Project is to be filed on Horse Form I in their county by **June 1st** of each year. A member may register as many horses as they wish, however, only two horses may be used for qualification for and during the State 4-H Horse Show.
2. Management of a horse includes grooming, training, stall management, exercising and use of the horse. A member who exhibits a family owned horse must manage the animal at least 50% of the time. A member who exhibits a horse not owned by the family (a "leased" horse) must manage the horse at least 75% of the time during the project. Members managing on this basis must have an affidavit from the owner stating both parties are meeting these requirements.
3. In cases of emergency or extreme hardship, members may be eligible to exhibit a horse not registered on Horse Form I by the appropriate deadline. The case must be presented to the County Extension Educator who will then communicate the case to the 4-H Livestock Project Leader. Except in cases of hardship, the horse used in qualifying competition must be used in the same event at the State 4-H Horse Show.
4. In cases of extreme hardship or an emergency, two members of a family may share a family-owned horse. In such a case, each member would have to manage the animal 50% of the time and indicate such joint management on Horse Form I. In addition, these members would have to exhibit this animal in different classes at the County/State 4-H Horse Show. A horse may not be shown more than once in the same class regardless of age division.

Example: A horse may **not** be exhibited in both Beginner Western Showmanship and Senior Western Showmanship. However, that horse could be exhibited in a Western Showmanship class and an English Showmanship class.

AWARD SYSTEM

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

Grand or Reserve Champion—must receive a purple ribbon to be eligible

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 well below minimum standards. The performance contained several flaws and considerable room for improvement exists.

STATE 4-H HORSE SHOW AWARDS

4-H members in 4-H horse riding and showmanship events are competing for buckles, plaques, rosettes and ribbon awards sponsored by the South Dakota State Fair Commission and other sponsors.

NATIONAL 4-H HORSE COMPETITIVE EVENTS

The following competitive events are available for Senior 4-H members:

- **National 4-H Horse Judging** – Top four individual senior horse judges awarded trip scholarships to the Western 4-H Roundup in Denver, Colorado.
- **National 4-H Public Presentation Contest** – the top senior presentation at the State 4-H Horse Show in public speaking, illustrated talks, or demonstrations awarded a trip scholarship to the Western 4-H Roundup in Denver, Colorado.
- **National 4-H Horse Quiz Bowl** – the top county Horse Quiz Bowl team members awarded trip scholarships to the Western 4-H Roundup in Denver. Must be a senior contestant to compete in the national contest. If the winning team does not consist of all seniors, those junior members not qualified to compete in the national contest will be replaced with the highest overall marking senior individual from another team.
- **National 4-H Hippology Contest** – the top county senior Hippology team members awarded trip scholarships to the Western 4-H Roundup in Denver, Colorado. If the winning team does not consist of all seniors, those not qualified to compete in the national contest will be replaced with the top scoring individual(s) from another team.

GENERAL HORSE SHOW RULES

All Horse Show exhibitors must abide by the South Dakota 4-H Animal Code of Ethics as stated in the South Dakota 4-H State Fair Book and identified specifically for horses in the South Dakota 4-H Horse Project Show Guide.

1. All rules and guidelines, as stated in the 4-H Horse Project Show Guide, are the official rules for the County and State 4-H Horse Shows.
2. Class rules, as stated in the 4-H Horse Project Show Guide, are the official rules for county and state 4-H Horse Shows.
3. To be eligible for participation in any 4-H Horse Show, the 4-H member must be enrolled in the 4-H Horse Project.
4. Contestants are expected to be courteous, friendly and sportsmanlike at all times.
5. Adults are to conduct themselves in a manner that reflects a positive model for 4-H youth at all times.
6. Violations of acceptable conduct will be dealt with by the State 4-H Horse Project Committee and may result in disqualification from an event(s), awards or from the show. At any time, people behaving in an

- No foul catches can be removed or adjusted by hand.
- If the field judge flags out a team that legally still has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, a ten-second penalty will be assessed for each loop already thrown. Contestant will only be granted remaining loops, not additional loops.
- There will be 4 legal catches:
 - Both horns.
 - Half a head.
 - Around the neck.
 - Heeler only – Any heel catch behind both shoulders if the rope goes up the heels.

Penalties

The judge will not flag the contestant out until time is recorded. The judge is to flag time, then flag the contestant out if the run is not legal.

- A 10-second penalty will be given for beating or breaking the barrier.
- A 5-second penalty will be given for catching only one hind foot.

The following actions will result in a no time/disqualification:

- Not releasing the rope from the hand when roping the steer.
- Abusive treatment of steer or horses.
- The rope is dropped or broken.
- Any part of the pusher breaking the plane of the chute before the calf releases the barrier.
- The front foot of the steer being in the header's loop when the header dallies and switches direction.
- Heeler roping one or both front hooves in the heel loop.
*If the hooves fall out of the loop by the time the field judge drops the flag, time will be counted.
- The heeler roping the steer before it is turned and moving forward. A heel loop thrown in the switch is called a crossfire and is illegal.
- Illegal catches:
 - Hondo passes over one horn, loop over the other.
 - Loop crosses itself in the head catch (figure eight).

Qualification/Partners

A dally team roper can attempt to qualify once, but may rope a second time to help another person qualify. However, they must use their first qualifying attempt results as their basis for qualifying for the State 4-H Horse Show. The roper must qualify at an official county 4-H Horse Show to enter the event at the State 4-H Horse Show. Contestants may only attempt to qualify with other 4-H members officially entered in the team roping. A parent, adult volunteer/leader or Junior 4-H Member will not be allowed to participate. Violation of this rule will result in disqualification.

State 4-H Horse Show – If there is only one dally team roper or an odd number of dally team ropers from a county, they can partner with a team member from another county. The new partner must count this as an event for the State 4-H Horse Show. This means a participant can team with any other roper who is qualified and teamed with someone else from his county/Field Education Unit. Participants are still encouraged to rope with someone within their county/Field Education Unit.

granted remaining loops, not additional loops.

Penalties

The judge will not flag the contestant out until time is recorded. The judge is to flag time, then flag the contestant out if the run is not legal.

- A 10-second penalty will be given for beating or breaking the barrier.

The following actions will result in a no time/disqualification:

- Not releasing the rope from the hand when roping the calf.
- Abusive treatment of calf or horse, including but not limited to intentional and excessive dragging. Intentional dragging is caused by the contestant. Excessive dragging is defined as moving the calf more than six feet after the contestant has called for time.
- Touching calf, string, or rope to train horse after contestant has mounted horse.
- Any part of the pusher breaking the plane of the chute before the calf releases the barrier.

DALLY TEAM ROPING

The time limit is 45 seconds. All penalties will be assessed after the run.

Animals used for this event should be inspected and eliminated if objectionable.

There shall be two timers, a barrier judge, and a field flag judge, with the time to be taken between the two flags. Arena conditions will determine the score. The length of score is to be set by the arena director and time event director or spokesman, if present.

Tack & Equipment

Dally team roping contestants must have saddle horns wrapped from base to cap with a firm material that will withstand the pressures of the dally. The horn wrap functions to provide traction to keep the dally from slipping and burning the hand or severing fingers and/or thumbs. Slick or unwrapped saddle horns are prohibited.

The most widely used wrapping is a wide band of rubber cut from an inner tube looped around the horn, stretched, and twisted and then looped back around the horn until a firm, uniform covering is achieved.

Each contestant is allowed to carry only one rope. No tied ropes allowed.

Class Rules

- All changes in lists of roping order to split horses, etc., must be made before any stock is loaded into the chutes. Once stock is loaded, a roper must rope in the order listed.
- Header will start behind a barrier and must throw the first loop at the head.
- Heeler must start from behind the barrier line.
- Time will be taken when the steer is roped and both horses are facing the steer in line with ropes dalled and tight. Each horse's front feet must be on the ground.
- Each team is allowed three total throws.
- Roper must dally to stop steer or change steer's direction.
- A 'dally' requires one complete turn around the horn.
- Both ropers must be mounted when time is taken.
- Steer must be standing up when roped by head or heels.

inappropriate manner may be asked to leave the show.

7. Show management may expel any person or persons abusing a horse from the grounds at any time. Entry fees and awards will be forfeited.
8. At no time should the contestants and/or parents confront the judge before or during the show. Contestants and/or parents may be allowed to contact the judge following the show at the discretion of show management. If contact with the judge is allowed, contestants and parents are to act in an appropriate manner.
9. Safety must be emphasized at all times, both in and out of the ring. The safety of spectators, contestants and their mounts must be the shared responsibility of all involved in the show.
10. A contestant and his/her horse may be dismissed from the arena for undesirable conduct of either or both. A kicking horse is a safety hazard to other contestants, horses and show officials.
11. A contestant using a lame or otherwise unsound horse may be excused from the arena at the judge's and/or horse committee's discretion.
12. No exhibitor may be tied, buckled, or fastened into the saddle in any manner or by any means during competition.
13. Any physically or mentally challenged contestant must give adequate notification to the Extension staff before participating in the Horse Project so the proper considerations can be made.
14. Youth must cooperate with show officials by supplying horses and/or exhibitors for performance classes for judging contests. Failure to do so may result in show disqualification. This rule is to ensure that we have high quality classes in the horse judging contest.
15. Only exhibitors and horses officially entered in the class will be allowed in the show ring while that class is being judged.
16. The use of artificial tail fans, artificial polls, false tails or the addition of any hair or hair-like substance to any part of the animal's body is prohibited.
17. A fall of either horse or rider shall be cause for elimination from that class. A fall of the rider occurs when the rider is separated from his/her horse in such a manner as to require remounting. A horse is considered fallen when its shoulder touches the ground.
18. Each exhibitor will be limited to two (2) horses. One must be shown by the 4-H member in a showmanship class at the county level. If a second non-showmanship horse is to be shown, it must be inspected for proper grooming at the County level.
Team Hitch Clarification: A team hitch will be treated as one horse and the member may show/ride in two other horse events. A 4-H member is limited to two horses at the State 4-H Horse Show, but a team is counted as one horse and one entry. 4-H members may show individual horses from a team that qualified at the county level in showmanship at halter.
19. Any exhibitor or horse may not show or be shown more than once in any class or any event regardless of age division. English and Western Showmanship are not considered the same class; therefore, the same horse can be shown once in each of the classes.
20. The dress code for all events will be enforced.
21. Any and all obstacles in any class may be adorned at the judge's discretion.

22. Three refusals to enter the arena will result in disqualification in any event. A refusal is any step not going forward (whether sideways or backwards). Any ring official—the judge, ring steward, or gate person, may call the disqualification.
23. Injured horses and hardship cases: Prior to the event, the **4-H Livestock Project Leader** will handle horse substitutions on a case-by-case basis. The 4-H member must contact their County Extension Educator who will communicate the request to the **4-H Livestock Project Leader**. **Cases of hardship prior to County Horse Shows according to the hardship rule should be left to the county horse committee. However, in most cases, documentation from a veterinarian is needed to prove the horse is unable to compete at both County and State events.**

Pony Measuring

All ponies will be measured at the State 4-H Horse Show with an approved pony measurement stick. Ponies must be measured on a level surface. A concrete slab or other paved surface is more desirable but when not available, a heavy sheet of plywood can be used. The measurements will be submitted with the State 4-H Horse Show entries.

The pony must stand squarely on all four feet in such a position that the front legs are vertical to the ground and the back of the hocks are in a vertical line with the point of the hindquarters. The head must be held low enough to reveal the highest point of the withers and no lower. With the pony in that position, the vertical height is measured from the highest point of the withers to the ground and not to exceed 56 inches (14 hands).

QUALIFICATION FOR STATE 4-H HORSE SHOW

1. Members are only eligible to compete at the State 4-H Horse Show in events in which they received a purple ribbon at their county horse show using the same horse they qualified with. **Clarification:** Members are required to use the same horse in the same event at both the county and State 4-H Horse Show. Members cannot use a horse to qualify at the county show and then use a different horse in that event at the State 4-H Horse Show except in cases of emergency or extreme hardship. Such cases should be presented to the County Extension Educator, who will then present the case to the **4-H Livestock Project Leader**.
2. Competitors are to participate in all available events in their own county. If a particular event is not offered and the contestant wishes to attempt to qualify for this event at a different county, this must first be approved by both the home and neighboring county/FEU.
3. A county may have more than one county 4-H horse show, if approved by the county committee. A contestant may only attempt to qualify for the state event at one show. The 4-H member must notify their County Extension Office which show will be their qualifying show prior to competition in any show.
4. If there is a scheduling conflict with the county show, a contestant may attempt to qualify for the State 4-H Horse Show in a neighboring county/FEU. This must be approved by both the home and neighboring county.
5. A lone team roper may compete with another team roper who has already competed, **ONLY** at the

*If the rope dallies around the horn, the contestant may undally the rope and then stop the horse to make the rope break away.

- Any part of the pusher breaking the plane of the chute before the calf releases the barrier.

CALF ROPING

The time limit is 30 seconds. All penalties will be assessed after the run.

There shall be two or more timekeepers, a tie or field judge, a barrier judge and as many other officials as the local management finds necessary.

Tack & Equipment

- A secure neck rope, strap, or rope latch is required for tie-down calf roping.
- Two loops will be permitted if carried. Should the roper miss with both, he must retire and no time will be allowed. A contestant must adjust rope and reins in a manner that will prevent his horse from dragging the calf.

Class Rules

- Animals used for this event should be inspected and eliminated if objectionable.
- If there must be a re-run of calves to complete a go-round, all calves must be tied down before any stock is drawn. If, after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied down before the drawing. If extra calves have been tied, they will not be considered fresh.
- Contestant must receive no assistance after crossing starting line. If a horse drags the calf, the field judge may stop the horse and flag judge can assess any penalty for such an offense.
- Catch as catch can rule – Any catch is legal.
- The rope must be tied hard and fast.
- Contestants must dismount, follow the rope, throw the calf by hand and cross and tie any three feet. If the calf is down when the roper reaches it, the calf must be stood on at least three feet (calf may be helped by roper, but at least three feet must dangle straight under calf) and then be re-thrown by hand. If the roper's hand is on the calf when it falls, the calf is considered thrown by hand.
- The rope must hold until the roper gets his hand on the calf.
- A legal tie requires at least one complete wrap around at least three legs and a half hitch or hooley. A hooley is a half hitch with a loop.
- A stopwatch will be used by the field judge. The calf must stay tied for six seconds and three legs must remain crossed. The judge will start timing after the roper has remounted and the horse has taken one step forward. If the rope is not on the calf when the roper begins the tie, the six second time limit will start when the roper clears the calf. Tie must hold until passed on by judge. If the tie comes loose or the calf gets to its feet before the tie has been ruled a fair one, no time will be marked. Untie man must not touch the calf until the judge passes on the tie.
- If the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant will only be

ROPING

There will be no video replay for classes that have arbitration reviews. Judge's ruling is final.

The calf or steer belongs to the contestant when he calls for it regardless of what happens, except in the case of the following: mechanical failure, animal escapes from the arena, or the judge rules that the contestant was fouled by the barrier. In the event of any of the above failures, the contestant will receive the original animal back with a lap- and- tap (no barrier used) start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or loop used.

A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her calf/steer breaking the plane of the score before he/she is allowed to compete.

Once the performance has started, the score line and length of box will not be changed.

The catch pen gate will be closed while the contestant is roping.

BREAKAWAY ROPING

The time limit is 30 seconds. All penalties will be assessed after the run.

Ropers have the option of coming out of either box.

Tack & Equipment

Two loops will be allowed if two ropes are carried. The second rope must remain tied until used. Two loops cannot be thrown unless two are carried—A roper who does not carry two loops is not allowed to run again.

Class Rules

- Ropes must be tied to the saddle horn with nylon string tied at the knot on the rope. The rope should have a knot at the end with no tail.
- The rope may not be run through the bridle, tie down, neck rope or any other device.
- A white flag must be attached to the knot end of the rope.
- The calf's head must pass through the loop. The loop must draw down up on any part of the calf's body behind the head.
- If the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant will only be granted remaining loops, not additional loops.

Penalties

The judge will not flag the contestant out until time is recorded. The judge is to flag time, then flag the contestant out if the run is not legal.

- A 10-second penalty will be given for beating or breaking the barrier.

The following actions will result in a no time/disqualification:

- Not releasing the rope from the hand when roping the calf.
- Abusive treatment of calf or horse.
- Contestant breaking the rope away from the horn by hand.

county level. This partner, however, must take the score received with the original partner, not the one acquired with the lone roper. The lone roper will be responsible for finding a partner for the State 4-H Horse Show.

6. Only Senior 4-H members are allowed to participate in Team Roping. A parent, adult volunteer/leader or Junior 4-H member will not be allowed to participate. Violation of this rule will result in disqualification.
7. All State 4-H Horse Show entries must be received in the 4-H/Youth Development Department by the designated entry deadline. (Contact your County Extension Office for the date.) Entries may not be accepted after that date.
8. Contestants may be required to pay a registration fee.
9. Contestants will be required to pay a stock fee for roping events.

STATE 4-H HORSE SHOW RULES AND REGULATIONS

1. Failure to comply with the State 4-H Horse Show rules and regulations can result in automatic expulsion from the show.
2. All grievances at the State 4-H Horse Show are to be brought before the State 4-H Horse Show Committee.
3. State 4-H Horse Show Committee decisions are final.
4. There is a maximum participation of four classes at the State 4-H Horse Show. The 4-H Horse Show Committee and 4-H Staff will be unable to guarantee participation if scheduling conflicts occur. There will be no elective classes. There is no limit on participation in Youth-In-Action events. Youth-In-Action events do not count towards the four event limit.
5. Each exhibitor will be issued two identification numbers. The number is to be fastened on the back of the exhibitor, or on both sides of the saddle pad for riding classes so that it can be clearly seen by the judge. Numbers can be placed either way that works for the rider.
6. No bicycles, scooters, or loose dogs allowed on the State Fairgrounds during the State 4-H Horse Show. No dogs allowed in the arenas.
7. Horses shall not be stabled until the exhibitor has registered and been assigned a stall. Regular horse stalls may be purchased for tack stalls on a first-come, first-serve limited basis.
8. Tack stalls may be purchased for \$25.00 on a first-come, first-serve basis. A limited number will be available. Tack stalls may be locked.
9. Stalls with horses in them cannot be locked.
10. Wood chips are the only allowable bedding at the State 4-H Horse Show. Hay and wood chips may be available through the State Fair Commission. All feed is the responsibility of the exhibitor. No straw allowed.
11. All cars, trucks, trailers, and campers will park in assigned areas. The State Fair Office assigns parking and camping areas.
12. All horses must be stabled and exercised in assigned areas. Horses are not allowed in all areas of the Fairgrounds.
13. All horses shall be halter tied in the horse barns if requested to do so by the State 4-H Horse Show management.
14. 4-H exhibitors are expected to care for, groom, and ride their horses while at the State 4-H Horse Show.

Only the 4-H member, a member of the immediate family, or 4-H Club leader may perform the fitting, clipping, or riding on any horse at the State 4-H Horse Show. The 4-H exhibitor must be present while such work is being done with their horse.

15. There will be no riding or exercising of horses after 9:00 pm to ensure the safety of both horses and riders.

Horse Health Certificates

1. All horses exhibited at the State 4-H Horse Show must be accompanied by a Certificate of Veterinary Inspection issued by a licensed and accredited veterinarian within 30 days of entry to the State 4-H Horse Show and/or SD State Fair Open Class Horse Show. Any and all prescriptions are to be listed on the health papers.
2. All horses originating from outside the state of South Dakota must have a negative EIA test within the past twelve months prior to entry to the State 4-H Horse Show. The applicable testing information must appear on the Certificate of Veterinary Inspection.
3. All horses originating from outside the state of South Dakota must have a telephone permit number on the Certificate of Veterinary Inspection.
4. Health Certificates must be presented as the horse(s) enter the State Fairgrounds. The entry superintendent will verify the Health Certificate with the appropriate horse(s). Horses will not be allowed to be unloaded if they do not have a Health Certificate.
5. Upon registration, the 4-H/Youth Development Department will retain one copy of the Health Certificate. Thus, it is suggested that each horse have a separate Health Certificate to alleviate registration problems.
6. The health condition of the horse may be determined as per its condition upon State Fairgrounds entry. The entry committee or attending veterinarian reserve the right to conduct further examinations or tests on any horse for the purpose of determining the current health status of the animal, and may request the removal of any horse(s) they feel may be endangering the health of other horses.

Protest Procedure

When needed a committee shall be appointed to serve as a protest review group. They will meet when needed to act upon concerns.

- A. All protests must be submitted in writing and signed.
- B. A \$25 deposit is required with protests.
- C. The written protest must be submitted to the State 4-H Horse Show Committee and must include:
 - 1) Names of persons involved
 - 2) Nature of concerns
 - 3) Situation and documentation
 - 4) Recommendations for correction
 - 5) Specific action, rule, etc., in question
 - 6) Additional persons committee may contact for further clarification
 - 7) Procedures and/or steps carried out by person involved prior to submission of the protest to the State 4-H Horse Show Committee
- C. The committee will review the written protest. They may discuss the situation with affected persons and show officials, including South Dakota State Fairground management. Recommendations will be developed, followed, and communicated both ver-

- Failure to follow the course or crossing over the start/finish line prior to completion of the pattern will be considered a broken pattern and will result in a no time.
- Any assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified.

Instructions for Pole Bending

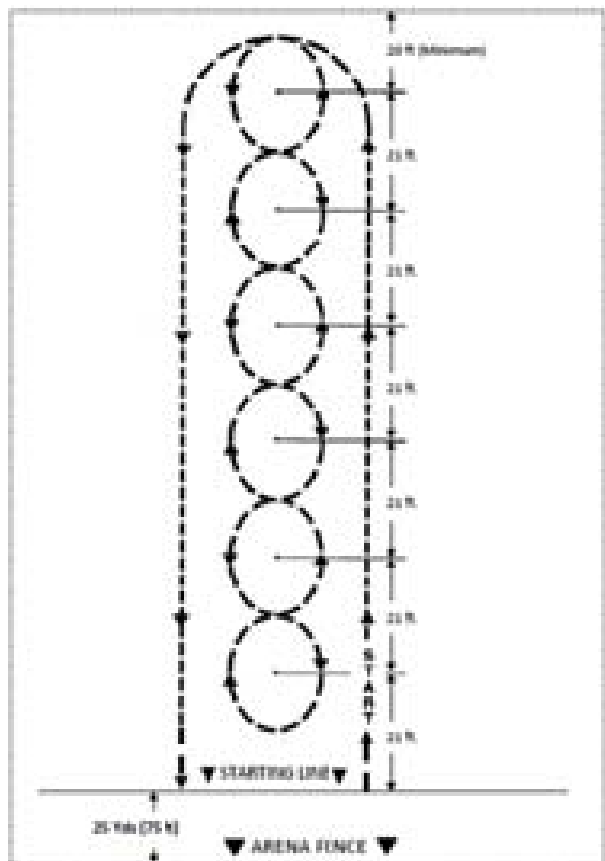
The contestant may start to the right or to the left of the first pole and then run the remainder of the pattern as follows:

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

Pattern Standards

The course must be measured exactly. The following standards should be used to set the pole bending pattern (refer to diagram):

- Minimum of 25 yards (75 feet) between start/finish line and arena fence to allow for stopping.
- The distance from the starting line to the first pole must be 21 feet.
- The poles must be spaced 21 feet apart.
- The end pole must be at least 20 feet from the fence.
- Poles must be 6 feet in height with no base larger than 14 or less than 12 inches in diameter.
- Poles must be set on top of the ground.
- Poles must be straight in line.



POLE BENDING

Pole Bending is a timed event. The pole bending pattern is run around six poles. Poles are to be 21 feet apart. The first pole is set 21 feet from the start/finish line.

Class Rules

- A clearly visible start line shall be provided.
- Two stopwatches or an electric timer with back-up watches shall be used. If the electric eye does not work, the hand-held time will be used. If the electric eye fails for more than 1/3 of the runs in a go-round, all contestants will have to take the hand-held times. If there is no time recorded (either eye or hand-held) a rerun, carrying penalties forward, will be run at the end of that performance. In the event that the eye fails to operate completely, then all hand-held times will be used. The electric eye and hand-held times will be used through the 1000ths, unless the technology to do so is not available.
- The poles and starting line will be permanently marked for the entire go-round.
- The arena will be dragged/raked at regular intervals, to be determined by the management. Turnouts and releases must be included in this count.
- The contestant or horse may touch the pole.
- The contestant may not start the pattern until the horse has reached the plane of the entry gate. No running starts allowed.
- If the gate is centrally located, the contestant must keep forward motion toward the first pole. If the gate is off-center of the pattern, a single spin or pivot is acceptable in either direction.
- Arena gate must be closed immediately after the contestant enters the arena and will be kept closed until the pattern is completed and the horse is under control.
- Time will start when any portion of the horse breaks the plane of the start/finish line.
- In the event of a tie, a runoff will be held. The horse declared the winner in the runoff must complete the pattern within two seconds of its original time or the runoff must be held again.

Penalties

The judge will not flag the contestant out until time is recorded. The judge is to flag time, then flag the contestant out if the run is not legal.

- Knocking over a pole will cause an automatic five second penalty per pole.
- Wearing a hat is not mandatory; however, if a hat is worn into the arena and it falls off, the contestant will receive a five-second penalty.
- Dropping a whip or bat in the arena during the performance will result in an automatic two second penalty.
- Not following the pole bending pattern will result in a no time. A broken pattern shall be defined as breaking forward motion to retrace tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

bally and in writing to the group or individual affected.

- D. In cases of protest the exhibitor may be allowed to show, but results of showing will be subject to change based on the outcomes of the protest process. This allows for smooth operation of the show and facilitates appropriate processing.
- E. The management reserves the right to withhold any award. The exhibitor may be excluded from the show or banned for one year from exhibition if action warrants.
- F. Protests will not be accepted after the exhibit is released from the State 4-H Horse Show.

*Protests related to judges' integrity, decisions, placings, or other evaluations will not be accepted.

JUDGES

1. Contestants may be disqualified for not following the judge's instructions.
2. Reasons/General Critique will be given in every event following the awarding of Grand and Reserve Champion. This will allow youth to understand the criteria the youth were judged on and allow the judge an explanation of his/her placing.
3. Official judges will be asked to record the Grand and Reserve Champions in each class and to sign a document making those placings official.
4. Judge's decisions are final.
5. The judge may excuse an exhibitor and horse from the class if lack of control compromises the safety of the horse(s) or exhibitor(s).
6. Inhumane treatment may result from over enthusiastic use of legal equipment. The judge may either caution the exhibitor and let him or her continue or excuse horse and rider.
7. If a horse's mouth is bleeding during any performance class, the judge is to immediately excuse and temporarily disqualify the horse. The horse may qualify for future classes after the judge has received a written statement following examination from a licensed veterinarian that it is safe for the horse to continue. Further or increased exhibition of stress by the animal or continuance of blood flow will result in immediate disqualification from the show.
8. The judge has the final authority on equipment and its use in accordance with the rule book.
9. The judge may not change the requirement for equipment that clearly fits the intent of acceptable tack.
10. Judges may ban equipment that is questionable or any legal equipment that has been gimmicked and appears to have given unfair advantage to any contestant.
11. Judges and contestants should be aware that some legal equipment may be entirely too severe for certain timid horses and that the most severe legal equipment may provide only marginal control for others.
12. Under ordinary conditions, equipment should not break during the performance, nor should it be changed after the class starts, except on permission from the ringmaster or judge. The judge may disqualify an exhibitor for broken equipment.
13. The judge is the final authority related to handling of stock for roping events. If intentional rough handling is determined or if an exhibitor refuses to use legal equipment or uses altered legal equipment resulting in its failure, the exhibitor may be disqualified by the judge.

EXHIBITOR ATTIRE

The standards of attire apply to all 4-H Horse Shows.

Western Attire—

- A. A long or short sleeve white, button shirt or blouse with collar (t-shirts are not acceptable, tuxedo shirts are acceptable)
- B. Dark blue western style denim jeans and belt
- C. Western hat or any style ASTM/SEI approved headgear—Caps are not allowed. Hats are optional for speed events.
- D. Western boots—Western style lace-up boots are acceptable. Riding tennis shoes are not allowed.
- E. No silver or metal decorations, pins, scarves, or other adornments
- F. Chaps, vests, gloves and similar accessories are prohibited. Spurs are optional in performance events.

English Attire—

Hunt Seat Attire-

- A. Riders must wear boots, breeches, coat, and hunt cap
- B. A hunt hardhat cap or a hardhat derby is acceptable. All colors are acceptable with preference for traditional conservative colors.
- C. Coats should be any tweed or melton (conservative wash jackets in season) acceptable for hunting
- D. High English boots or jodhpurs and jodhpur or paddock boots
- E. Long or short sleeve shirts with ties or chokers are preferred. Choker pins are acceptable.
- F. Gloves are optional.

Saddle Seat Attire-

Formal or informal saddle suits are acceptable. Ties are required and gloves are optional, but preferred.

- A. Informal—Conservative solid colors are preferred. Solid colors include: black, blue, gray, green, beige or brown with matching jodhpurs (white jacket in season) and derby or soft hat.
- B. Formal—Solid colors are: dark gray, dark brown, dark blue, or black tuxedo-type jacket with collar and lapels of the same color, top hat, jodhpurs to match and gloves or dark colored riding habit and accessories. All colors acceptable, but preference is for traditional, conservative colors.

Properly worn ASTM/SEI approved headgear is strongly recommended for the exhibitors in any and all events and any time the rider is mounted.

SHOWMANSHIP

Showing a horse at halter requires discipline and precision by the handler and the horse. The class objective is to show the horse at its best advantage with the minimal attention drawn to the showman.

Because the event is exacting in its demands, junior exhibitors are required to use a definite pattern that teaches the proper maneuvers for showing.

Senior showmen should be more advanced in their knowledge, and therefore be able to incorporate the correct technique into any pattern the judge may call.

Only Senior Showmanship classes may involve switches or changes of horses by participating youth.

In 4-H Horse Projects, all breeds of ponies, light horses, mules, draft or miniature horses may be used. Although

Instructions for Barrel Racing Course

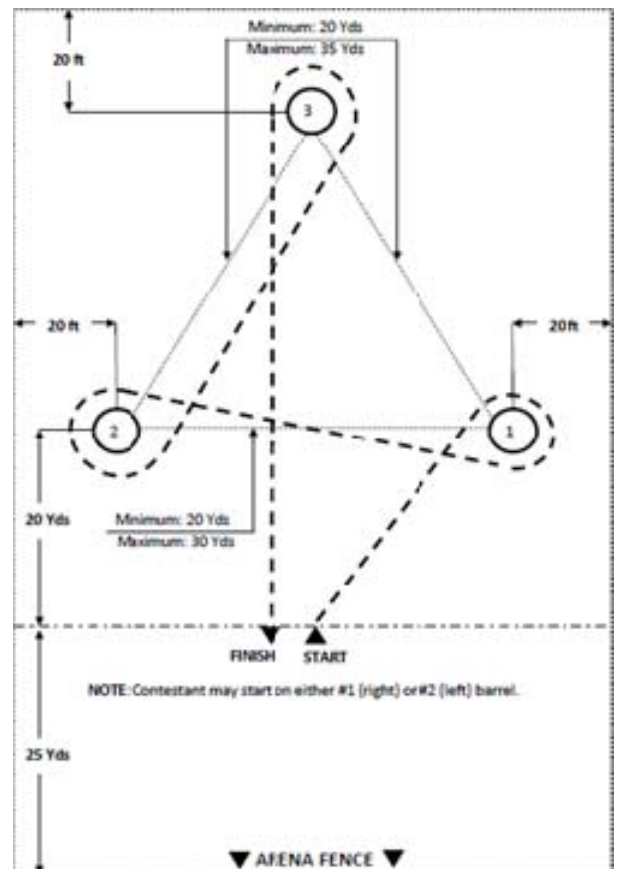
The contestant may start on either the right or left barrel.

- Right run barrel pattern: At a signal from the starter/timer, such as the word “go” or “raising the flag”, the contestant will go to barrel #1, turn to the right around the barrel, complete a 360 degree turn, then proceed to barrel #2, turn left around the barrel with another turn of 360 degrees, go on to barrel #3, turn left around the barrel and sprint the horse to the finish line.
- Left run barrel pattern: The barrel course may also be run to the left. For example, the contestant will start to barrel #2, turn left around this barrel, proceed to barrel #1, turn right, then ride to barrel #3, turn to the right again and sprint to the finish line.

Pattern Standards

The course must be measured exactly. The following standards should be used to set the barrel racing pattern (refer to diagram):

- Minimum of 25 yards (75 feet) between start/finish line and arena fence to allow for stopping.
- Distance between barrels 1-3 and 2-3: minimum-20 yards, maximum-35 yards.
- Distance between barrels 1-2: minimum-20 yards, maximum-30 yards.
- Minimum of 20 feet from each barrel to the fence.
- If the course is too large for the available space, the pattern shall be reduced in 5 yard increments until the pattern fits the arena. The distance from barrel number 3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for a horse to stop.



all contestants will have to take the hand-held times. If there is no time recorded (either eye or hand-held) a rerun, carrying penalties forward, will be run at the end of that performance. In the event that the eye fails to operate completely, then all hand-held times will be used. The electric eye and hand-held times will be used through the 1000ths, unless the technology to do so is not available.

- The barrels and starting line will be permanently marked for the entire go-round.
- The arena will be dragged/raked at regular intervals, to be determined by the management. Turnouts and releases must be included in this count.
- The contestant or horse may touch the barrel.
- The contestant may not start the pattern until the horse has reached the plane of the entry gate. No running starts allowed.
- If the gate is centrally located, the contestant must keep forward motion toward the first barrel. If the gate is off-center of the pattern, a single spin or pivot is acceptable in either direction.
- Arena gate must be closed immediately after the contestant enters the arena and will be kept closed until the pattern is completed and the horse is under control.
- Time will start when any portion of the horse breaks the plane of the start/finish line.
- In the event of a tie, a runoff will be held. The horse declared the winner in the runoff must complete the pattern within two seconds of its original time or the runoff must be held again.

Penalties

- The judge will not flag the contestant out until time is recorded. The judge is to flag time, then flag the contestant out if the run is not legal.
- Knocking over a barrel will cause an automatic five second penalty per barrel. Should the barrel be knocked over and it sets up on opposite end, the five second penalty will be assessed.
- Wearing a hat is not mandatory; however, if a hat is worn into the arena and it falls off, the contestant will receive a five-second penalty.
- Dropping a whip or bat in the arena during the performance will result in an automatic two second penalty.
- Not following the cloverleaf pattern will result in a no time. A broken pattern shall be defined as breaking forward motion to retrace tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
- Failure to follow the course or crossing over the start/finish line prior to completion of the pattern will be considered a broken pattern and will result in a no time.
- Any assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified.

4-H has general standards, judges should recognize showmanship competence using the standards of the breed in hand.

Showmanship Tack

Correct tack does not build points, however, incorrect tack can result in lower placings.

Western

Horses are to be shown in halter—

- Halter—may be leather, rope or nylon. Must be clean and adjusted to fit.
- Lead—should be six to seven feet long, neat and inconspicuous. The judge may penalize an exhibitor for excessive or abusive use of chain lead.

English

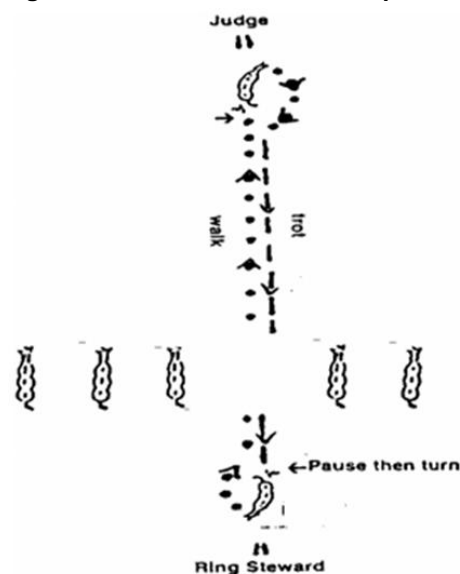
- Bridles—snaffle (with or without drop nose-band), Pelhams, or full bridle.
- Lead—on full bridles: option to show off either snaffle or curb; on Pelhams: with four reins, option to show off either set, non-leading rein to be draped over withers in both situations.

Beginner & Junior Showmanship

Beginner & Junior exhibitors will use a set showmanship pattern that teaches correct maneuvers to properly present a horse to the judge.

1. Walk directly to the judge after acknowledgement. Glance from the judge to the ring steward to check that your alignment is acceptable.
2. Stop your horse and set up for inspection. Wait for the judge to excuse you.
3. After the judge dismisses you, with rearward pressure on the lead, allow the horse to shift their weight over the hocks, do a 180-degree right turn, preferably pivoting on one hind foot.
4. Once the turn is completed, pause, trot back to and through the line over the same track as you walked.
5. Stop at the ring steward, complete another 180-degree turn to the right, return to your original position in line.
6. The judge and ring steward will then move down the line to the next horse.

Beginner and Junior Showmanship Pattern



Senior Showmanship

Industry shows do not all use the same procedures or patterns for showmanship. In an attempt to recognize this difference, judges are free to use any pattern. This

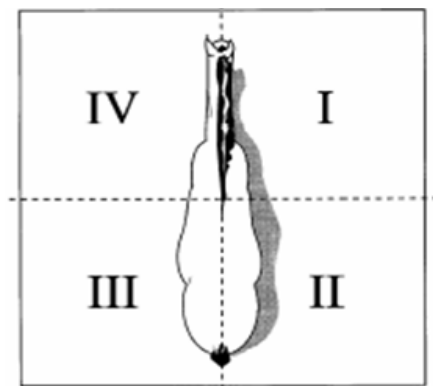
provides more learning opportunities and permits the senior showmen to display their advanced skills. Once a pattern is called, the same pattern must be used for all exhibitors in the class. A different pattern may be used in the classes that require finals, providing the same pattern is used for all exhibitors in the finals. Regardless of the pattern used, or where the judge works the pattern in the ring, the following principles apply:

- The exhibitor shall always lead the horse from the near (left) side.
- All turns shall be to the right, with the exhibitor walking to the right around the horse. The only exceptions being the initial lineup and when excused by the judge.

The Quarter System of Showmanship

The following suggested guidelines of movement are meant to serve as an illustration of proper movement around the horse while showing in Grooming 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 quadrants numbered I, II, III, and IV for ease of identification.) One line runs across the horse 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.



Faults against Western and English Showmen

1. Failure to recognize and correct faults in the horse's position.
2. Visiting or conversing with other contestants in the arena while showing.
3. Kicking horse's leg into position.
4. Failure of the horse to lead properly.
5. Failure to stop before turning when showing at the walk or trot.
6. Failure to back horse when necessary.
7. Loud voice commands to the horse.
8. Over showing through unnecessary actions.
9. Blocking the judge's view of the horse.
10. Turning horse in the wrong direction.
11. Causing the judge to move to avoid being bumped or stepped on by the horse.
12. Improper fitting of equipment.
13. Improperly fitted or groomed horse.
14. Horse's feet not properly trimmed, shod or cleaned.

Safety of your hitch and others should always be on your mind. You should know at what speed within each gait your team looks best. Pass a slower team rather than slow your team, but do so with care. When the ring steward asks for the reverse in direction, adequate spacing between hitches must be kept and passing must cease.

Class Procedure

1. Enter the ring at the walk.
2. Exhibitors will be asked to walk, trot, reverse direction, line up, and back their teams.
3. The class may include individual workouts as follows:
 - a. Line up at the end of the ring.
 - b. Work a figure eight.
 - c. Stop in front of the judge and back the team.

Judge's Score Card

Appearance of the Hitch	20 points
Grooming	5
Condition of the animals	5
Fit of collar and harness.....	5
Condition of equipment.....	5
Driving the Team	70 points
Walk.....	20
Trot	20
Reverse Direction	10
Backing	10
In the lineup	10
Driver	10 points
Appearance	5
Attitude.....	5
Total	100 points

TIMED PERFORMANCE EVENTS

(Barrel Racing, Pole Bending, Break-away Roping, Tie-down Calf Roping, and Dally Team Roping)

If clarification is needed for the Timed Performance Events, officials will refer to the South Dakota 4-H Rodeo Rules and Regulations. If further clarification is needed, officials will refer to the National High School Rodeo Association Rules, By-Laws, and Constitution.

Attire

Timed performance exhibitors are required to follow the guidelines for Western attire (page 14). Please note that in Barrel Racing and Pole Bending, wearing a hat is not mandatory. However, if a hat is worn into the arena and it falls off, the contestant will receive a five-second penalty. In the roping events, there is not penalty for a hat falling off. Caps are not allowed.

Tack

Western-type equipment must be used. Use of a hackamore or other type of bridle is the choice of the contestant; however, the flagger or field judge may prohibit the use of bits or equipment which he/she considers severe.

BARREL RACING

Barrel Racing is a timed event. The Barrel Racing Cloverleaf Pattern is designed to test the speed and maneuverability of the horse.

Class Rules

- The clover-leaf pattern is the only approved pattern in this event.
- A clearly visible start line shall be provided.
- Two stopwatches or an electric timer with back-up watches shall be used. If the electric eye does not work, the hand-held time will be used. If the electric eye fails for more than 1/3 of the runs in a go-round,

Judge's Score Card

Appearance of the Entry	20 points
Grooming	5
Condition of the animal	5
Fit of harness	5
Equipment Condition/Cleanliness	5
Control of the Animal	70 points
Walk	20
Trot	20
Reverse Direction	10
Backing	10
In the lineup	10
Driver	10 points
Appearance	5
Attitude	5
Total	100 points

TEAM HITCH

Three classes will be offered: a pony class (56 inches or less), a horse class and a draft class. Youth may participate in only one of the classes. **Please note: Youth are to indicate kind of team on entry card; horse height will be included with the official State 4-H Horse Show entry, classes will be sorted by horse height.** A team hitch will be treated as one horse, one entry.

An adult must accompany each driver on the seat of the wagon. Restrictions on wagons apply only to the safety of other exhibitors, spectators, and horses. **Advertising, names or other wording on wagons is prohibited.**

Team Hitch exhibitors should follow a similar dress code as do the Western Showmanship class participants. A white blouse or shirt (either long or short sleeved with collar), dark blue western style denim jeans and belt, and boots or heavy work-type shoes. Hats and gloves are optional. Caps are NOT acceptable. Ties, scarves, pins, vests and similar accessories are prohibited.

Mares and geldings are eligible for show. No stallions are allowed in the hitch classes.

Horses should be presented in a clean, thrifty, well-cared-for condition, neither thin nor excessively fat. Draft horse tails may be natural or docked, braided or left long, and should fit the proportions of the horse. Both mares and geldings are generally shown in hitch classes with their manes rolled, but this is optional.

Feet may be shod or unshod, but should be properly trimmed and clean. Black or natural hoof dressing, paint, etc. is acceptable.

A single team hitch (two horses harnessed side by side, one on either side of the pole) with properly adjusted hame and collar style work or show harness is required. Each exhibitor should carry a whip, either in hand or in a whip holder.

Enter the ring with your team under control and alert. The driver should sit upright and alert, but not stiff and inflexible. A positive first impression is important.

Always have sufficient clearance between your team and the preceding wagon to stop or to turn out and pass. All passes should be made to the inside of the arena away from the rail. **There is no passing in the Draft Horse class.**

15. Crowding other showmen or their horses at any time.

Judge's Score Card

(applies to all showmanship classes)

Appearance of the Horse	40 points
Condition	15
Grooming	25
Showing the Horse	50 points
Ring Deportment	10
Actions	10
Leading	15
Posing	15
The Exhibitor	10 points
Appearance	5
Attitude	5
Total	100 points

Draft Horse Showmanship

Stallions under eight months of age or mares and geldings of any age are eligible for show.

The horse should be presented in a thrifty, well-cared-for condition, neither thin nor excessively fat. The animal should be clean. Tails may be natural or docked, braided or left long, but fit to the proportions of the horse. Manes may be rolled and decorated.

Feet may be shod or unshod, but should be properly trimmed and clean. Black or natural hoof paint is acceptable.

Halters and leads may be of leather, nylon or rope and should be clean and fitted to the horse. Show sticks and bridles will be allowed.

Class Procedure

Horses will enter the ring at the trot and line up side-by-side at the direction of the ring steward.

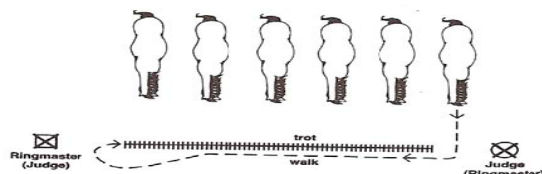
Horses will be pulled from the line, walked to the judge or ring steward, walked to the opposite end of the arena (to the ring steward or judge), turned, and trotted back to the starting point. The turn at the far end of the arena should not be over the horse's hocks, but a slightly widened arc that results in the horse facing the opposite direction in line with the judge and ring steward when the turn is completed. The exhibitor should concentrate on keeping the horse on a straight path between the judge and ring steward for as long as possible but still leave room for the turn. Turns should always be away from the exhibitor when possible and/or feasible.

After showing your horse on the move, stop the horse and set the horse up. Return to the line after the judge excuses you. Horses should be shown with all four feet positioned correctly under the body while in line. The judge will closely inspect and may handle each horse.

A trailer (person to assist with moving the horse) with or without a whip is permitted. The trailer should cross to the opposite side prior to the turn and should never get between the judge and the horse when the horse is in line, but should stand behind the exhibitor some distance away and may assist in keeping the horse alert.

Deviations from this description may be necessary, and will be announced prior to the beginning of the class.

Draft Horse Showmanship Pattern



WESTERN PERFORMANCE

Stock Seat Equitation, Western Riding, Reining, Trail

Western Performance 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.

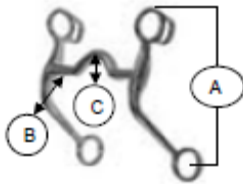
Grooming standards consistent with showmanship.

Tack/Equipment

Saddles—Must be sized to the rider and of western type.

Curb Bits

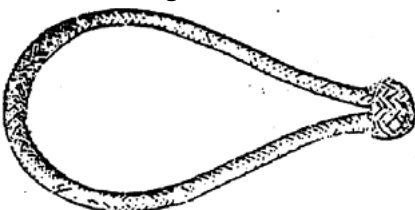
- A. Maximum shank length overall is $8\frac{1}{2}$ inches. Shanks can be fixed or loose.
- B. Mouth pieces must have smooth, round bars or unwrapped metal, and measure between $\frac{3}{8}$ and $\frac{3}{4}$ inches in diameter when measured 1 inch from cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bars), such as extensions or prongs on solid mouthpiece. Mouthpiece may be 2 or 3 pieces. If 3 piece, a connection 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 a maximum length of 2 inches), it must lie flat in horse's mouth.
- C. 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, half-breeds and spades are standard.



Snaffle Bits and Bosals

- A. 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.
- B. Bosals must be of braided leather, braided rawhide or rope. Absolutely no iron under the jaw, regardless of how padded or taped. Jaquimas are acceptable.
- C. Bits with gag action are illegal, except in speed and timed events.

Legal Bosal



- A. The horse must move backward at least four steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact.
 - B. Move forward willingly to former position using the same quiet aids.
8. The judge will complete an inspection of the unit.

Pleasure Type Pleasure Driving Guidelines

The Pleasure Driving Horse is expected to present a picture of brilliance and animation while moving forward with elegance and energy.

Attire will be English. One attendant may head (hold in line up) each horse.

Gaits

Walk: a flat-footed, free, rapid, elastic, ground covering, gait with a four beat cadence.

Pleasure Trot: a pleasant, easy going trot with elasticity and freedom of movement.

Road Trot: a balanced trot maintaining free forward impulsion with sufficient speed to be ground covering, but with enough collection to allow the horse to maintain the gait at speed for an extended period of time. Form should not be sacrificed for speed, and excessive speed at the expense of form or balance will be penalized.

Stock Horse Pleasure Driving Guidelines

The Stock Horse is expected to present a picture of relaxation and suppleness while moving forward with purpose and control.

Gaits

Walk: A free, regular and unconstrained walk of moderate extension is ideal. The horses should walk energetically, but calmly, with even and determined pace. The walk is a four beat gait.

Slow Trot: The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but not to the degree required in the dressage collected trot. However, the horse should indicate willingness to be driven on the bit while maintaining a steady cadence.

Working Trot: This is the pace between the slow and strong trot. It is more round than the strong trot. The horses go forward freely and straight; engaging the hind legs with good hock action; on a taut, but light rein; the position being balanced and unconstrained. The steps should be as even as possible. The hind feet touch the ground in the foot prints of the fore feet. The degree of energy and impulsion displayed at the working trot denotes clearly the degree of suppleness and balance of the horses.

Strong Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns. Light contact to be maintained. Excessive speed will be penalized.

Draft Pleasure Driving Guidelines

The Draft Horse is expected to present a picture of strength and boldness while moving forward with precision and power.

There will be no passing in the show ring.

Gaits

Smooth Walk

Smooth Trot

Attire: Youth must dress in clean, 4-H appropriate clothing and carry a whip. Hats, neckties and gloves are acceptable and optional.

Posture: The driver must be straight in the back, sit back in the seat, the feet reaching to a foot rest with the elbows slightly forward of the body.

Whip in hand.

Position: The driver is usually seated on the right to access the brake at all times.

Final Preparation

1. The driver must check the hitch for appropriate adjustments for safe driving.
2. The driver must achieve appropriate tension on the lines and have the whip in hand.
3. The driver should know the location of the judge and the ring steward.
4. An experienced driver may be on the seat beside a junior driver. If assistance is given, either via the lines, whip or voice command the driver will be penalized.

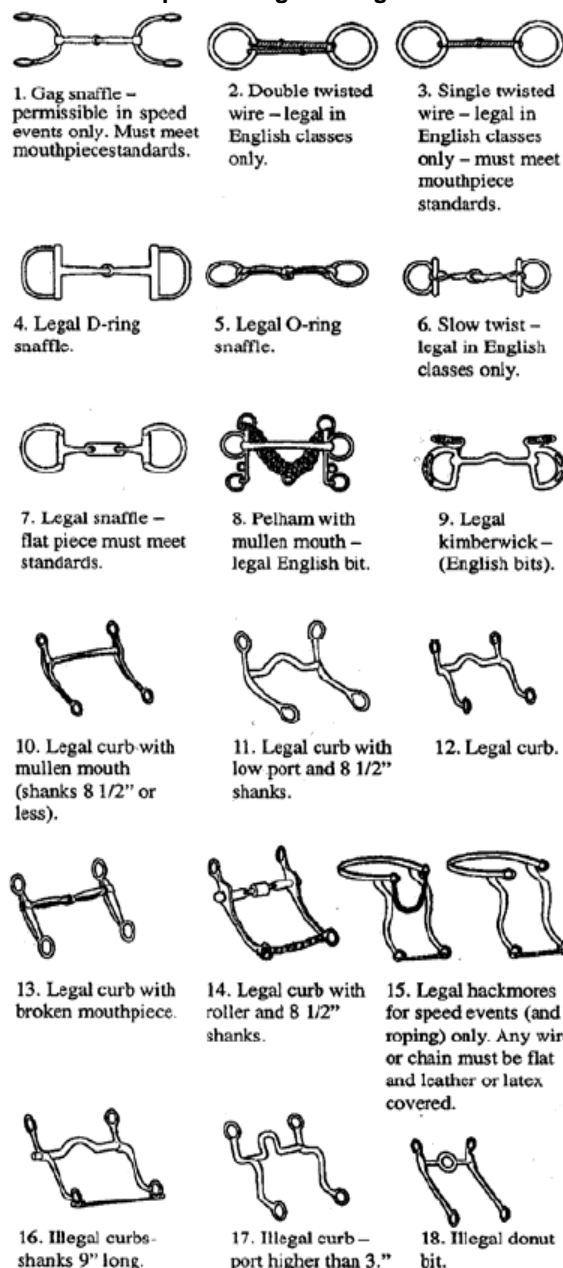
Contestants will be judged on the following:

Judging begins when the unit enters the ring. The driver will be evaluated throughout the class on their posture, use of hands to gather and adjust lines, use of whip, and use and position of arms and legs. The driver's arms should be forward of the body while the horses work as a smooth consistent unit. Drivers will be evaluated on their ability to command horses along the rail at a walk and trot, to reverse direction, to line up, to stop, to stand, and to back. A figure eight or swing (cut) may be requested at the discretion of the judge.

Class Procedure

1. Enter the ring with the unit bearing to the right at a safe speed.
2. When all units are in the ring, you should space yourself and follow the directions of the ring steward. Always have sufficient clearance between your unit and the preceding unit to stop or make adjustments. Use of whip may be necessary. Correct posture should be maintained at all times.
3. Upon direction you execute the gaits appropriate for your division. Pleasure Type and Stock Horse drivers may pass on the inside track. Draft Harness drivers do not pass.
4. At the direction of the ring steward, the driver will reverse direction on the diagonal assuming an inside path until the rail is clear.
5. Upon direction the units will be asked to line up in the center of the ring. This should be executed with a smooth and controlled stop. Horses and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, horses should stand attentive, motionless and straight with the weight evenly distributed over all four legs and be ready to move off the slightest indication from the driver.
6. After stopping, the horses should stand quietly. The driver may relax the lines but should hold them in anticipation of starting, whip in hand. A header is optional.
7. At the request of the judge the driver will rein back. Rein back is defined as a backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts:

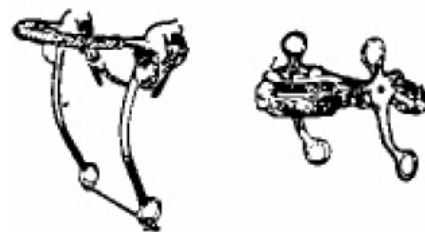
Examples of Legal & Illegal Bits



Hackmore Bits

All mechanical hackmores are illegal except in speed events (barrel racing, pole bending, roping).

Examples of Mechanical Hackmore Bits



Curb chains and straps

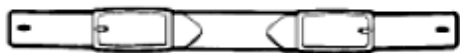
Curb chains and straps must be flat with a minimum width of one-half inch.

Round leather curb straps, braided knots, or flat braided curb straps are illegal. Any twisted chain or strap is illegal.

Examples of Legal Curb Chains & Straps (except in barrel racing, pole bending, roping)



Legal-Flat Leather-over 1/2" wide



Legal-Flat Nylon-over 1/2" wide



Legal-Double Link Flat Chain-over 1/2" wide Nylon end straps.



Legal-Double Link Flat Chain-over 1/2" wide Leather end straps



Legal-Double welded Chain Links-over 1/2" wide



Legal-Very Wide Flattened Chain Links-Hunt & Polo

Legal curb straps are to be flat, wide chain or leather over 1/2 (one half) inch wide.

Examples of Illegal Curb Chains and 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

Illegal: All raised and rough chains and leather less than 1/2 inch wide.

PLEASURE DRIVING

Please Note: Pleasure Driving horse height will be included with the official State 4-H Horse Show entry. (Classes will be split by horse size, if necessary. For safety reasons, judges will be instructed to choose the Grand and Reserve Champions from the three separate classes and not have the different horse height classes in the ring together.) A team hitch will be treated as one horse, one entry. Horses above 1,200 pounds are considered Draft.

Attire: Attire must be neat and clean. Proper attire for either the Western or English Divisions may be worn. Chaps or spurs are illegal. Exhibitors may wear rainwear or inclement weather apparel if conditions warrant.

Tack: Vehicle—Suitable for style of driving. Pleasure type two or four-wheeled cart or buggy. Cart or buggy-type wheels a minimum of 19-inches in diameter and with one or two seats. No stirrup-type carts or sulkies may be used.

Harness: A collar or breast collar harness and standard bridle with snaffle or curb bit may be used. If curb bit is used, curb strap or curb chain must meet judge's approval and requirements as stated for Western Division.

Whip: Drivers will carry a whip in hand.

Optional Tack: Dash and basket cover for vehicle is optional. Check reins, blinkers, breeching, martingales and cavesson nosebands are optional. Whips suitable to the vehicle and with whip holder are suggested.

Prohibited Equipment: No wire curbs, regardless of how padded or taped, may be used.

Class Condition: Exhibitors shall compete in the pleasure driving class with their animals safely harnessed to an appropriate vehicle. Junior exhibitors are allowed to have an adult accompany them. In the senior division, no other person is permitted in the vehicle while the horse is being exhibited. No pets shall be allowed in such vehicle during exhibition.

The SD 4-H State Horse Show recognizes three (3) styles of pleasure driving. The three styles are Pleasure Type, Stock Horse, and Draft Harness. The Pleasure Driving Class will have three divisions to accommodate the three styles. Each division will follow General Driving Rules with the addition of the appropriate division guidelines.

General Pleasure Driving Rules for Single and Team

(To be adhered to by all pleasure driving divisions.)

Purpose

To demonstrate that the horse is a pleasure to drive.

Preparation

Practice: The youth should gain experience driving at a walk, trot, back, and other maneuvers generally used with driving horses.

Horses: The horse(s) are to be judged on their performance with and suitability for the youth driver. The horse(s) must be clean, groomed, and presented in the most positive manner (horses are not judged for conformation in this class).

Harness: Harness must be safe, clean, and properly adjusted.

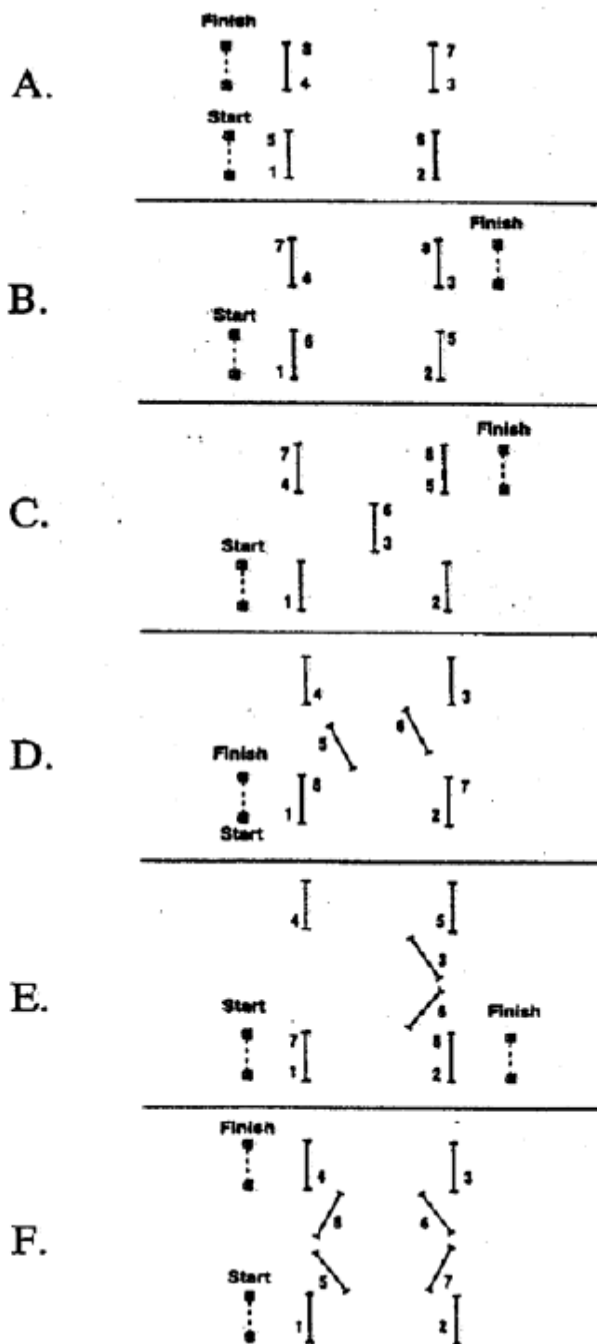
Vehicle: Vehicle must be clean, safe and in good repair.

- i. In cases of broken equipment, the rider will be disqualified. In case of loss of shoe, rider may either continue without penalty or be eliminated.
- j. At a brush element, the touch of the brush only without touching the framework is not scored as a fault.
- k. Charging will be penalized.

Suggestions for Jumping

Jumps should be a minimum of 48 feet apart, but all intervals must be in multiples of 12 feet (e.g. – 48 feet and 60 feet apart from the point of landing to the point of take-off in the next jump). The distance from take-off or landing from the jump is usually equal to or up to 1 ½ times the height of the jump. For a jump set at 24 inches, this would be 24 – 36 inches from the fence. The take-off distance may be taken into consideration when spacing jumps.

Example Courses for Jumping



Reins—Split reins or Romal must be used. A Romal may be used with closed-type reins. Romals must be of sufficient length to allow a minimum of 16 inches between the rein hand and the free hand holding the Romal.

Riding Restraints—Running or standing martingales, tie-downs, nosebands, cavessons or draw reins are illegal except in speed and timed events (barrel racing, pole bending, roping).

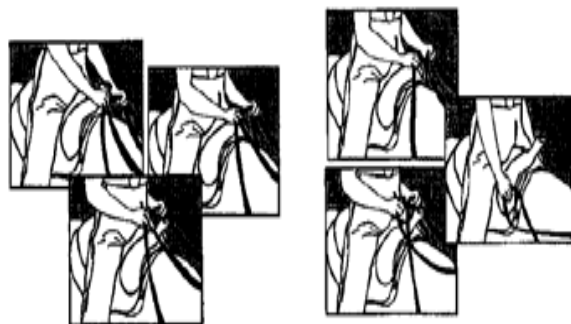
Leg Wear—Horse leg wear is not allowed in Showmanship, Stock Seat, Saddle Seat, Hunt Seat, and Trail classes.

Seat and Hands

Riders will be judged on seat, feet, hands, their ability to control and show the horse, and suitability of the horse to the rider. Results shown by the performance of the horse are NOT considered more important than the method used by the rider to obtain them.

Hands—The hands must be free of the horse and saddle at all times the horse is in motion, unless it is necessary to use the hands to prevent a fall. The position of the rider's free hand is optional, but should portray a relaxed, balanced body situation and be kept free of the horse and equipment.

Hand Set—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. When split reins are used, one finger is permitted between reins. 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 sixteen inches from the reining hand. Two handing reins, a finger between Romal reins, or more than one finger between split reins will result in a "no score" which is disqualification for all Western Performance classes.



Acceptable

Unacceptable

Reins—Reins should be held with the hand around the reins with one finger permitted between the reins. Reins may enter the hand under the little finger, up across the palm and out over the index finger or thumb. They may also enter over the index finger and down across the palm and out below the little finger.

Reins are to be used with one hand, and the rein hand must not be changed during the class, except when working the gate during the Trail class. EXCEPTION: Two hands may be used when using a ring snaffle or Bosal on horses five-years-old and younger, having qualified at the county level as such.

Horses shall be shown on a reasonable loose rein. Extremes (too tight or too loose) shall be penalized. Dropping a rein that contacts the ground while the horse is in motion will result in a "no score" which is a disqualification for all Western Performance classes.

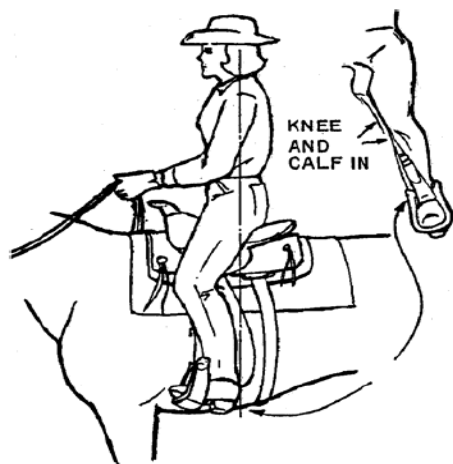


Basic Riding Position

Rider should sit in the saddle with:

- Legs hanging straight and slightly forward of stirrups.
- Knees slightly bent and weight directly over balls of feet.
- In either position the stirrup should be short enough to allow the rider's heels to be lower than their toes.
- Body should always appear comfortable, relaxed and flexible.
- Feet should be placed in the stirrup with weight on ball of the foot. Consideration, however, should be given to the width of the stirrups, which varies. If stirrups are wide, the foot may have the appearance of being "home", when in reality the weight is properly carried on the ball of the foot.

Basic Riding Position



Position in Motion

Rider should sit to trot/jog and not post. The rider should be close to the saddle at the lope. All movements of the horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable.

Scoring and Penalties

The following are penalties which will result in a disqualification in all Western Performance events:

- going off pattern or failure to complete the pattern as written
- taking four steps with the front legs in opposition of the pattern
- balking or refusal of command where pattern is delayed—a refusal is stopping and backing two strides
- running away or failing to guide where it becomes impossible to discern whether the entry is on pattern

HUNTER EQUITATION OVER FENCES

Class Conditions

There will be a minimum of four obstacles; horses are to make a minimum of eight jumps. At least one warm-up jump should be provided.

Height of obstacles (measured from the ground to the center of jump)

	Minimum	Maximum
Juniors	18"	30"
Seniors	24"	36"

There will be NO jump offs.

Course must be posted at least one-hour before scheduled time of class.

Seniors are to have at least one change of direction.

All hunters will be permitted to walk the official course (without horse) immediately prior to the class.

Note: Only exhibitors will be allowed in the ring during the final walk-through. No coaches or advisors are allowed on the course.

Scoring

Riders will be judged on seat, hands, and ability to control and show the hunter over fences. Particular emphasis shall be placed on the rider's basic position in the saddle, including the strength of the leg position and suppleness of hand. The rider shall also be judged on the smoothness of performance and manners of the horse.

An even hunting pace is preferred.

Judges must penalize unsafe jumping and bad form over fences, whether the fence is touched or untouched.

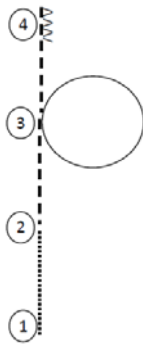
At combination, the faults committed at each obstacle are considered separately. In case of a refusal or run-out at one obstacle in a combination, the competitor may re-jump the entire combination.

Knockdowns, refusals and touches should be penalized. Three refusals result in elimination. Fall of the horse and/or rider results in elimination.

Knockdowns – When a horse attempts to jump an obstacle and knocks down the obstacle, or any portion of it, it is considered a knockdown and a penalty of four faults is given. (Exception: When a horse knocks down all or any portion of an obstacle while refusing, it is not to be scored as a knockdown, but given the correct number of faults for that refusal.)

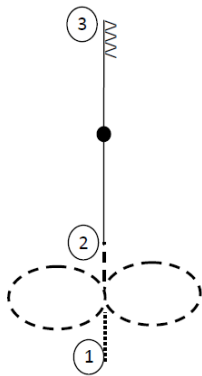
- Knockdowns of obstacles or the cause of any portion of an obstacle, standard or wing to be knocked down by any portion of the horse, rider, or equipment: four faults. No penalties for touch of obstacle, standard or wing with any portion of the horse, rider or equipment.
- Circling once upon entering the ring and once upon leaving is permissible. Any additional circling or unnecessary showing of fence to horse: three faults.
- First refusal (anywhere on course): three faults.
- Second refusal: six faults.
- Third refusal: elimination.
- A fall of horse and/or rider: elimination.
- Failure to enter the ring within one minute of being called: elimination.
- Failure to complete course, going off course, jumping out of order: elimination.

Junior Hunt Seat Equitation Pattern #1



1. Walk from cone 1 to cone 2.
2. Trot on left diagonal to cone 3.
3. Canter small circle on right lead.
4. Trot on right diagonal to cone 4.
5. Stop and back one horse length at cone 4.

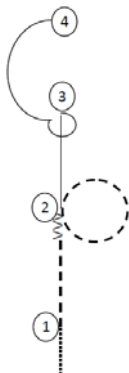
Junior Hunt Seat Equitation Pattern #2



1. Walk from cone 1 midway to cone 2.
2. Trot a figure 8 starting to the left.
3. At cone 2 canter in left lead.
4. Midway to cone 3 do simple lead change.
5. Stop and back one horse length at cone 3.

Junior Hunt Seat Equitation Finals ONLY Pattern

This pattern should be used only for finals.



1. Walk to cone 1.
2. Sitting trot from cone 1 to cone 2.
3. At cone 2, do circle to the right at posting trot on left diagonal.
4. At cone 2, stop and back one horse length.
5. Canter on left lead to cone 3.
6. Stop.
7. 270 degree turn on forehand to the right.
8. Canter on right lead to cone 4.
9. Stop.

- equipment failure that delays the completion of pattern
- dropping a rein that contacts the ground
- two handing reins, a finger between romal reins, or more than one finger between split reins
- fall of either horse or rider
- knocking over markers
- rearing or other actions of horse which endanger horse and/or rider
- failure to have correct exhibitor number displayed
- failure to wear appropriate western attire

The following are considered faults and should be judged accordingly:

- opening mouth excessively/head raising
- stumbling
- unnecessary aid given by the rider such as: jerking of reins, petting, spurring, unnecessary talking
- anticipating signal or early lead changes
- losing a stirrup/free hand hold

STOCK SEAT EQUITATION

Position in Motion

Rider should sit to trot/jog and not post. The rider should be close to the saddle at the lope. All movements of the horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable.

Class Routine

All horses are to enter the ring at a walk, whether they enter as individuals or as a class. At county competitions, the judge will designate whether they will use individual patterns or rail work. At the State 4-H Horse Show, all classes will begin with individual pattern work. Rail work may or may not be used for finals classes. In all 4-H Horse Shows, Beginner and Junior exhibitors will be limited to the patterns provided. Senior exhibitors should be prepared to work any pattern called for by the judge. Finalists in the Junior and Senior division may be required to complete an additional pattern(s) at the judge's discretion.

Any work on the rail should include a flat-footed, four-beat walk, a two-beat jog, and a three-beat lope displaying the correct lead. Reversing, if called for, should be done away from the rail. Contestants are expected to stay on the rail at all times and to use the corners of the arena as they are intended when rail work is called for. If a contestant must pass another horse, passing will take place to the inside of the ring of the horse in front. The contestant will take care as to not interfere with the other contestant's horse by cutting off that horse or getting too close to that horse during passing. Exhibitors shall demonstrate sometime during the class routine the ability to back their horse.

It must be remembered above all, that an equitation horse should respond instantly and smoothly to all aids given by the rider.

Faults of the horse and rider to be scored accordingly:

- Wrong lead or break of gait
- Stopping rough or crooked
- Failure to maintain a pivot foot
- Imprecise pattern work or rough transitions
- Showing resistance when cued or reined
- Posting the jog-trot

- Stiff, artificial, or unnatural body, leg, arm and/or head position
- Poor position of exhibitor in saddle
- Loose leg with open knee, legs too far forward or back
- Toes pointed down
- Shoulders held crooked or arms held in a straight, unbent position
- Reins too long, too short, or uneven

Severe faults to be scored accordingly:

- Failure to follow the pattern
- Knocking over or working on the wrong side of the cones
- Touching the saddle

Mounting and Dismounting

- Riders in the Senior division may be asked to dismount and remount.
- Riders in the Beginner and Junior divisions will not be required to dismount and remount.

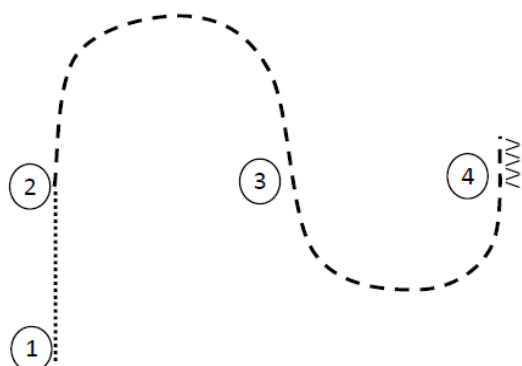
Proper Riding Begins with Proper Mounting

1. Control the horse by taking up the reins with the left hand and adjusting the reins evenly with enough tension to feel the fit and hold the horse steady. While mounting, the ends of the reins should be set on the near side. While riding, the ends of split reins should be carried on the side of the reining hand.
2. Place left foot in the stirrup (if necessary, twist near stirrup with right hand). Grasp saddle horn with right hand. Spring up with your right leg keeping your body close to the horse and settle easily into the saddle.
3. Slip the right foot into the off stirrup and assume basic position.
4. Horse should stand while mounting until given the signal to move out.

Pattern Clarification

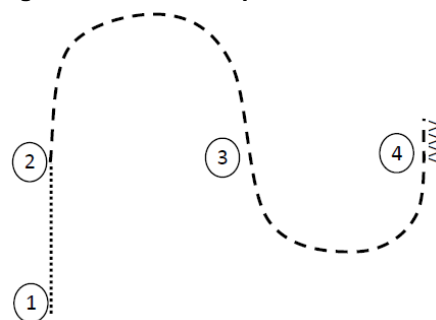
-----	Walk
- - - - -	Jog
- . - . -	Extended Trot
=====	Lope
~~~~~	Back
(#)	Marker

### Beginner Stock Seat Equitation Pattern #1



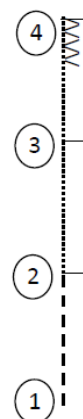
1. Be ready at cone 1.
2. Walk from cone 1 to cone 2.
3. Jog at cone 2 around cone 3 and to cone 4.
4. Stop at cone 4 and back one horse length.

### Beginner Hunt Seat Equitation Pattern #1



1. Walk from cone 1 to cone 2.
2. Posting trot on left diagonal around cone 2 until even with cone 3.
3. At cone 3, change to right diagonal and keep trotting to cone 4.
4. Stop at cone 4 and back one horse length.

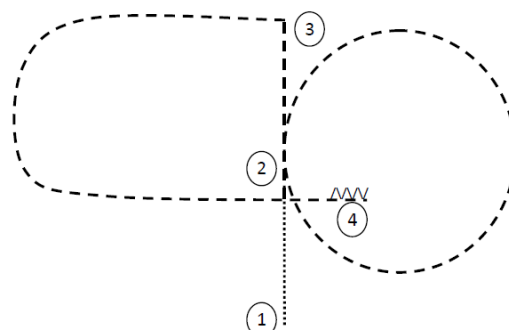
### Beginner Hunt Seat Equitation Pattern #2



1. Walk from cone 1 to cone 2.
2. Posting trot on right diagonal to cone 3.
3. At cone 3 change to left diagonal.
4. Keep trotting to cone 4.
5. At cone 4 stop and back one horse length.

### Beginner Hunt Seat Equitation Finals ONLY Pattern

This pattern should be used ONLY for finals.



1. Walk from cone 1 to cone 2.
2. At cone 2, do a posting trot to the right (rider to be on the left diagonal), continue to cone 3.
3. Stop at cone 3, do a hindquarter pivot 90 degrees to the left.
4. Do a posting trot to the left (rider should be on the right diagonal) around to cone 4.
5. Stop and back one horse length at cone 4.

- Poor position of exhibitor in saddle
- Loose leg with open knee, legs too far forward or back
- Toes pointed down
- Shoulders held crooked or arms held in a straight unbent position
- Reins too long, too short, or uneven

Severe faults to be scored accordingly:

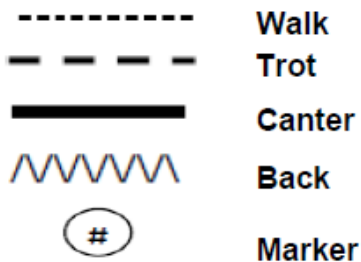
- Failure to follow the pattern
- Knocking over or working on the wrong side of the cones
- Touching the saddle

#### Hunt Seat Tests (from which the judge must choose)

Tests may be performed either collectively or individually, but no other tests may be used. Instructions must be publicly announced.

1. Back.
2. Hand gallop and halt.
3. Figure eight at trot, demonstrating change of diagonals. At left diagonal, the rider should be sitting the saddle when left front leg is on the ground. At right diagonal, the rider should be sitting the saddle when right front leg is on the ground. When circling clockwise at a trot, rider should be on left diagonal. When circling counter-clockwise, rider should be on right diagonal.
4. Figure eight at canter on correct lead demonstrating simple change of lead. (This is a change where the horse is brought back into a walk or trot and re-started into a canter on the opposite lead.) Figure eight is to be initiated in the center of two circles so that one lead change is shown.
5. Work collectively at a walk, trot or canter.
6. Ride without stirrups, or drop and pick up stirrups.
7. Dismount and mount (Seniors only).
8. Turn on the forehand.
9. Figure eight at canter on correct lead demonstrating flying change of lead.
10. Execute serpentine at a trot and/or canter on correct lead demonstrating simple or flying changes of lead.
11. Change leads down center of ring demonstrating a simple or flying change of lead.
12. Canter on counter lead. No more than 12 horses may counter-canter at one time.
13. Turn on the haunches.

#### Pattern Clarification



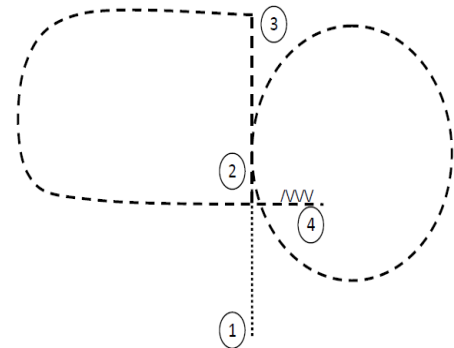
#### Beginner Stock Seat Equitation Pattern #2



1. Trot from cone 1 to cone 2.
2. Stop.
3. Walk from cone 2 to cone 3.
4. Stop and back one horse length.

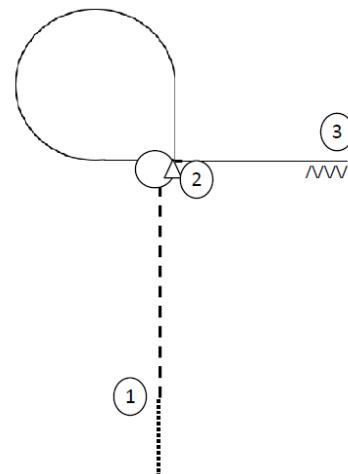
#### Beginner Stock Seat Equitation Finals ONLY Pattern

This pattern should be used ONLY for finals.



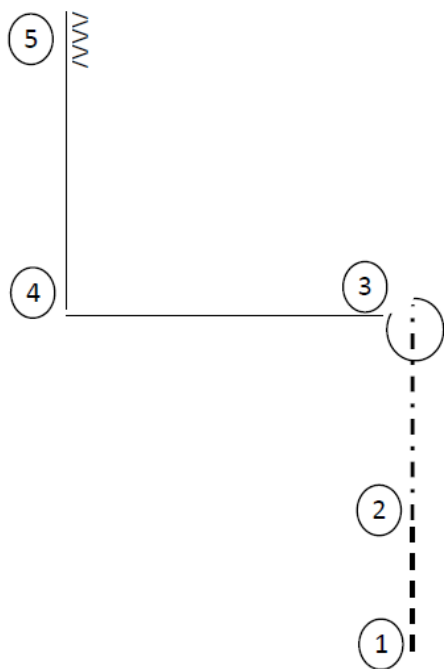
1. Walk from cone 1 to cone 2.
2. At cone 2, jog a circle to the right and continue on to cone 3.
3. Stop at cone 3, hindquarter pivot 90 degrees to the left.
4. At cone 4, stop and back one horse length.

#### Junior Stock Seat Equitation Pattern #1



1. Walk to cone 1.
2. Jog to cone 2.
3. 360 degree turn to the left.
4. Lope in left lead around and back to cone 2.
5. Simple lead change.
6. Lope right lead to cone 3.
7. At cone 3, stop and back one horse length.

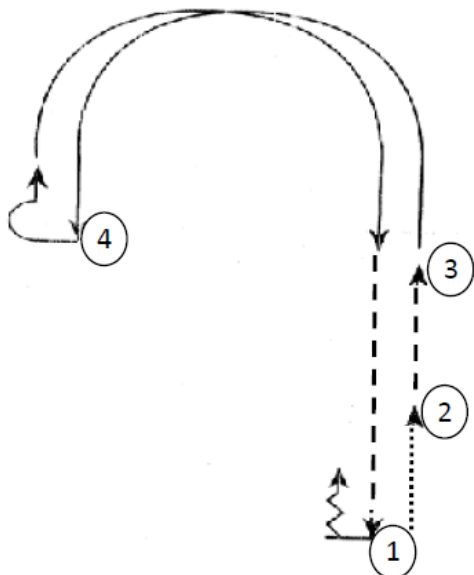
### Junior Stock Seat Equitation Pattern #2



1. Jog from cone 1 to cone 2.
2. Extended trot from cone 2 to cone 3.
3. Stop at cone 3.
4. 270 degree turn to the right.
5. Lope in left lead.
6. Stop at cone 4 and do a right pivot.
7. Lope in the right lead.
8. Stop at cone 5 and back one horse length.

### Junior Stock Seat Equitation Finals ONLY Pattern

This pattern should be used ONLY for finals.



1. Begin at cone 1 and walk to cone 2.
2. Jog from cone 2 to cone 3.
3. Lope a half circle to cone 4 in the left lead.
4. Stop at cone 4, 180 degree turn to the right.
5. Lope a half circle to cone 3 in the right lead.
6. At cone 3, break to a jog and continue to cone 1.
7. Stop at cone 1 and back one horse length.

- 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 gallop, and while jumping, the body should be at a similar inclination as when at a posting trot.

### Class Routine (not jumping equitation)

All horses are to enter the ring at a walk, whether they enter as individuals or as a class. At county competitions, the judge will designate whether they will use individual patterns or rail work. At the State 4-H Horse Show, all classes will begin with individual pattern work. Rail work may or may not be used for Finals. In all 4-H Horse Shows, Beginner and Junior exhibitors will be limited to the patterns in the 4-H Horse Project Show Guide. Senior exhibitors should be prepared to work any pattern called for by the judge. Finalists in the Junior and Senior division may be required to complete an additional pattern(s) at the judge's discretion.

Class to enter the ring, turn to the right and proceed at a counter-clockwise direction. Contestants shall proceed at least once around the ring at each gait, and on command, reverse and repeat. The order to reverse must be executed away from the rail. Light contact with the horse's mouth is required. Entries shall then line up on command and any or all riders may be required to execute any appropriate tests. Judges are encouraged to call for additional tests. **No more than eight contestants on the rail at a time** during the hand gallop.

Any work on the rail should include a flat-footed, four-beat walk, a two-beat trot, and a three-beat lope displaying the correct lead. Reversing, if called for, should be done away from the rail. Contestants are expected to stay on the rail at all times and to use the corners of the arena as they are intended. All gait transitions shall be executed from a walk. If contestants must pass another horse, passing will take place to the inside of the ring of the horse in front. The contestant will take care as to not interfere with the other contestant's horse by cutting off that horse or getting too close to that horse during passing. No more than eight contestants on the rail at a time during the hand gallop. Exhibitors shall demonstrate sometime during the class routine the ability to back their horse.

It must be remembered, above all, that an equitation horse should respond instantly and smoothly to all aids given by the rider. Light contact with the horse's mouth is required.

### Faults of the horse and rider:

#### Scoring and Penalties

The following are faults and should be judged accordingly:

- Wrong lead or break of gait
- Being on the wrong diagonal
- Stopping rough or crooked
- Imprecise pattern work or rough transitions
- Showing resistance when cued or reined
- Stiff, artificial or unnatural body, leg, arm, and/or head position

### Hunt Seat Equitation Tack

**Bridles** – English snaffle (no shank), Pelham (with two or four reins), Kimberwicke and/or full bridle with plain brow bands are required.

**Saddles** – English or forward seat skirted hunting saddles must be used. They may have suede and/or suede insert on skirt and either cloth or leather lining. Girth may be leather, web, cord or linen. Hunting Breastplate is optional.

### Class Conditions and Rules

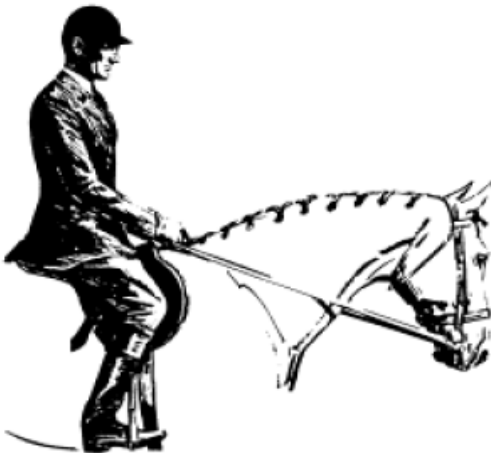
Rider should have a workmanship appearance, seat and hands, light and supple. To mount: reins in left hand, place left hand on withers, grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, either step or slide down. Hand should be over and in front of horse's withers, knuckles 30 degrees inside the vertical, hand slightly apart and making a straight line from the horse's mouth to rider's elbow.

Method of holding reins is optional. All reins are to be picked up at the same time. Eyes should be up with shoulders back, toes slightly out and ankles flexed in. Heels should be down and calf or leg in contact with horse and slightly behind girth.

Gaits shall include the walk, trot, extended trot, canter and hand gallop.

### Basic Riding Position

- 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.
- 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 degrees inside the vertical.



Position in Motion

### WESTERN RIDING

No horse shall be allowed in more than one Western Riding class per show.

In Western Riding, judging is based on the quality of gaits and lead changes. Gait is the even cadence that is at the start and finish of the pattern. Leads should be changed precisely, easily and simultaneously both hind and front at center point between markers. The horse should have a relaxed head carriage, showing response to the rider's hands with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log at a jog and then lope without breaking gait or radically changing stride. The rider will be judged on basic position in the saddle, lightness of hands, use of aids, and smoothness of pattern.

### Penalties

The following are penalties (from least to most severe):

- tick or light touch of log, hind legs skipping or coming together during lead change, non-simultaneous lead change (cross firing)
- break of gait at walk/jog up to two strides, out of lead for more than 1 stride, hit/roll log, splitting the log
- out of lead prior to or after the marker, break of gait at the lope, simple lead change, extra lead change, starting pattern out of lead, not performing gait or stopping within 10 feet, failure to start loping within 30 feet of log, break of gait at walk/jog for more than two strides
- out of lead beyond next designated change area (failure to change leads), blatant disobedience (kick out, buck)

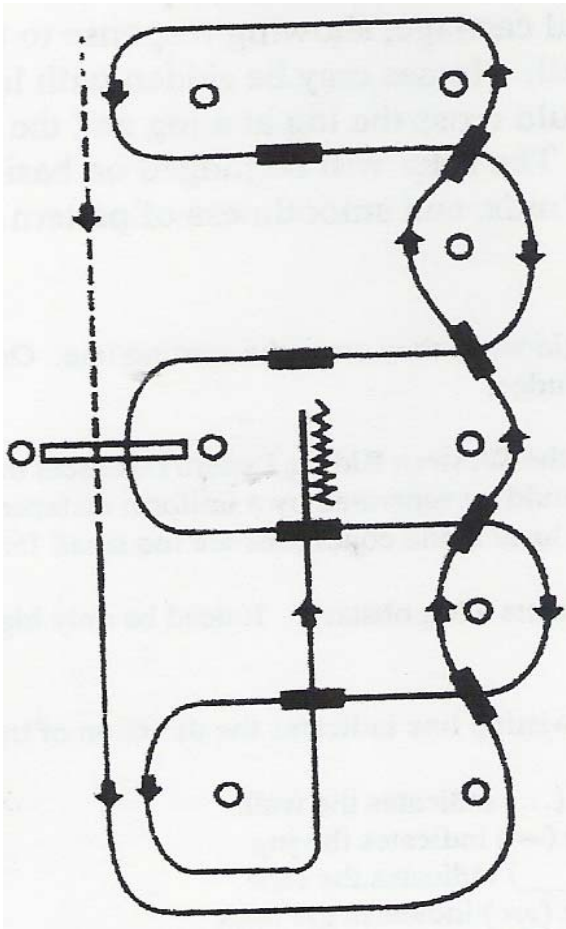
A No Score (which is a disqualification) can be awarded if contestant or horse break any of the 4-H Horse Show Guide General Rules and if contestant or horse knock over markers, completely miss the log, have a refusal (stopping and backing two strides), take four steps with the front legs, rearing, schooling or failure to start the lope before the end marker, broken pattern, four or more missed lead changes.

### Pattern Clarification

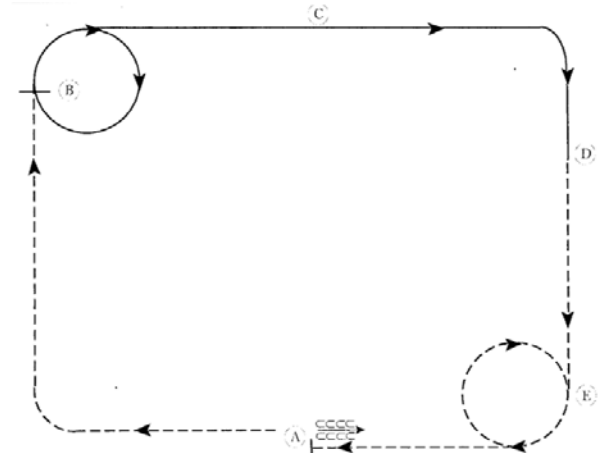
The exhibitor's pattern will begin when they cross the starting line. On completion of the pattern, the exhibitor will ride towards the judge.

- The eight small circles in the Western Riding pattern represent markers (cones are recommended but barrels or kegs are acceptable). These should be separated by a uniform distance of not less than 30 feet. The distance may be altered if local arena conditions are too small for the above distances.
- The open rectangle represents a log obstacle. It need only be high enough to break the animal's stride as they proceed over it.
- The long and sometimes twisting line indicates the direction of travel and the gaits at which the animal moves.
  - The dotted line (...) indicates the walk.
  - The dashed line (---) indicates the jog.
  - The solid line (—) indicates the lope.
  - The zig-zag line (/\) indicates the back.
- The solid black rectangle indicates where lead changes should occur.

## Western Riding Pattern



1. Walk to first marker. At first marker, jog to and over the log.
2. After crossing the log, transition to a lope in the left lead and lope around the end.
3. First flying lead (line change), to the right.
4. Second flying lead (line change), to the left.
5. Third flying lead (line change), to the right.
6. Fourth flying lead (line change), to the left. Lope around the end markers.
7. First crossing change, to the right.
8. Second crossing change, to the left.
9. Continue loping over the log.
10. Third crossing change, to the right.
11. Fourth crossing change, to the left.
12. Lope up the center, stop and back.
13. Walk to the judge for examination/comments.

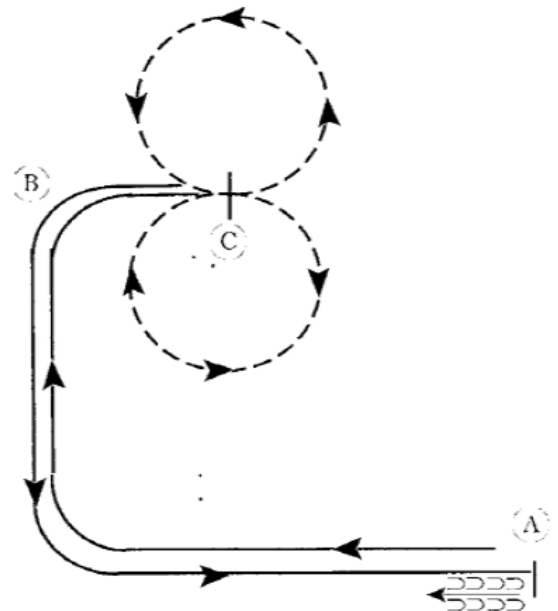


### Pattern Provided by: HorseShowPatterns.com

1. Trot to the left, around the curve and to the end of the straightaway (B). Stop briefly.
2. Canter a circle to the right and continue past C and to a point 1/3 the way down the straightaway (D).
3. Trot down the straightaway and at the curve circle in a clockwise direction.
4. Continue the trot around the curve and back to the mid point of the straightaway (A).
5. Stop at the mid point and back approximately one horse length.

### Junior Saddle Seat Equitation Finals ONLY Pattern

This pattern should be used ONLY for finals.



### Pattern Provided by: HorseShowPatterns.com

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

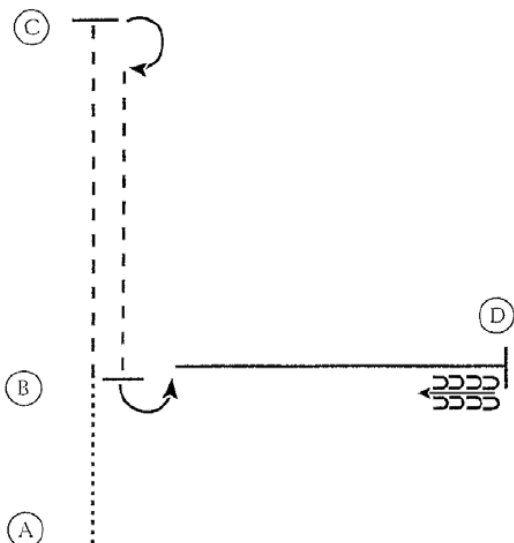
## HUNT SEAT EQUITATION



but no other tests may be used. Instructions must be publicly announced.

1. Address reins.
2. Back for not more than eight steps.
3. Performance on rail.
4. Performance around ring.
5. Feet disengaged from stirrups. Feet engaged.
6. Figure eight at trot, demonstrating change of diagonals. Unless specified, it may start either facing the center or away from the center. If started at the center, it must be initiated from a halt. At left diagonal, the rider should be sitting saddle when left front leg is on the ground. At right diagonal, the rider should be sitting saddle when right front leg is on the ground. When circling clockwise, rider should be on the left diagonal. When circling counter-clockwise, rider should be on the right diagonal.
7. Figure eight at canter on correct lead demonstrating simple change of lead. (This is a lead change where the horse is brought back into a walk and restarted into a canter on the opposite lead.) Unless specified, the figure eight may start either facing the center or away from the center. If started facing the center, the figure eight must be initiated from a halt. The figure eight should begin in the center of two circles so that one lead change is shown.
8. Execute serpentine at a trot and/or canter on correct lead demonstrating simple change of lead. (A series of left and right half circles off center of imaginary line where correct diagonal or lead must be shown.)
9. Change leads down the center of the ring or on the rail demonstrating simple change of lead. Judge will specify exact lead changes to be executed as well as the beginning lead.
10. Ride without stirrups for a brief period of time, no more than one minute at the trotting phase.

#### Junior Saddle Seat Equitation Pattern #1



Pattern Provided by: HorseShowPatterns.com

1. Walk from A to B.
2. At B posting trot on the left diagonal to C.
3. **At C, stop and reverse to the right.**
4. Post trot on the right diagonal to B.
5. **At B stop, stop and reverse to the left.**
6. Canter on the right lead to D.
7. At D stop and back four steps.

#### Junior Saddle Seat Equitation Pattern #2

### REINING

No horse shall be allowed in more than one reining class per show.

Each contestant is to perform the required pattern individually and separately. All horses are to be judged immediately upon entering the arena, and judging ceases after the last maneuver. The horse shall rein and handle easily, fluently, effortlessly and with authority in performing the various maneuvers while using controlled speed.

Patterns are worked as stated, not as drawn. The drawing is provided to give the general idea of what the pattern will look like in the arena. Each pattern is drawn so that the bottom of the drawing represents the end of the arena entered by contestants and must be run as such. If the arena has only one gate and it is in the exact middle of a side, that side represents the right side of the page the pattern is drawn on and the contestant must walk to the end of the arena to begin the pattern. (With the exception of pattern #3 which starts in the center of the arena.) Suggested arena pattern size is 150 X 50 (length X width). Suggested markers should be placed along both walls/fences with the center cone to be placed first and the end cones to be placed approximately 40' from the center cone. This is suggested size and placing of the markers and this may vary with the different sizes of arenas. The judge may indicate where to place the markers.

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

**Reins:** Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern. When using a romal, no fingers between the reins are allowed. The free hand may be used to hold the romal provided it is held at least 16 inches from the reining hand and in a relaxed position. Use of the free hand any time the horse is not completely stopped is considered to be the use of two hands and a score of zero will be applied.

All judge's decisions are final.

#### Penalties

The following will result in disqualification:

- use of more than index (first) finger between reins
- use of two hands—exception when changing hands or straightening excess rein during a complete stop/rest, or using a snaffle or hackamore
- use of romal other than as outlined in this rule book
- failure to complete pattern as written, performing maneuvers other than in specified order, running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
- the inclusion of maneuvers not specified, including but not limited to:
  - backing more than 2 strides beyond pattern requirements
  - turning more than 90 degrees outside of pattern requirements
- equipment failure that delays completion of pattern
- balking or refusal of command where pattern is delayed
- jogging in excess of one-half circle or one-half length of the arena
- overspins of more than 1/4 turn
- fall of either horse or rider
- dropping a rein that contacts the ground while the horse is in motion
- failure to have correct exhibitor number displayed
- failure to wear appropriate western attire



The following are penalties (from least to most severe):

- failure to remain a minimum of 20 feet from wall or fence
- in patterns requiring a run-around, failure to be in the correct lead when rounding the end of the arena
- over spinning
- starting circles at a jog or exiting rollbacks at a jog up to 2 strides, jogging beyond 2 strides but less than 1/2 circle or 1/2 the length of the arena.
- break of gait, freezing up in spins or rollbacks, not completely passing the specified marker before initiating a stop position, starting or performing circles or eights out of lead
- on walk in patterns (pattern #3): cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure, on run in patterns: failure to be in a canter prior to reaching the first marker, spurring in front of cinch, use of either hand to instill fear or praise, holding saddle with either hand, blatant disobedience including kicking, biting, bucking, rearing and striking

#### Reining terminology:

**Circles**—Maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide and degree of difficulty in speed and speed changes.

Circles, performed at a lope, are run in a designated location at a defined speed and size with a common center point (usually the center of the arena even with the center marker). All large, fast circles should be of consistent speed and size. All small, slow circles should also be of a consistent speed and size. Circles should be circles, not egg or elliptical shaped.

**Flying Lead Changes**—The act of changing the leading (or inside) front and rear pair of legs when changing the direction of travel. To be considered correct, this maneuver must be performed at a lope with no change of gait or speed, be performed at exact location as specified by the pattern and the change must take place on both the front and rear legs in the same stride.

**Sliding Stop**—The rider, while loping, cues the horse to stop. The horse brings back legs up underneath in a locked position that will cause it to begin sliding on the back feet. The horse maintains forward movement by continuing to run with the front feet and using the head and neck to balance. Throughout the stop, the horse continues in a straight line while the back feet slide over the ground.

**Rundown**—The horse gallops or “runs” down the side or center of the arena. A run down is a required movement before a sliding stop or roll back.

**Rollback**—The horse runs to a stop, rolls the shoulders back in the opposite direction completing a 180° (1/2 turn) reversal of forward motion and departs in a canter. This is all one continuous motion with no hesitation.

**Spins**—The horse is asked to turn the front end around in a series of 360-degree turns, executed while the inside back foot remains in one spot. Correctly done, the horse will cross the outside front leg over the inside front leg, effortlessly moving the front end around in a smooth, flowing manner. Higher marks are given to the horse that shows no resistance.

**Pause/Hesitate**—The horse is asked to stand still for a few seconds to “settle” between certain movements in the reining pattern. Pauses are not judged as a movement per se, but a horse that is ill-mannered or behaves with impatience when asked to wait will be penalized.

**Junior Division Reining Patterns:** #1, #2, #4

**Senior Division Reining Patterns:** #1, #2, #3, #4, #5

#### Position in Motion

- 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.



#### Class Routine

Class to enter the ring, turn to the right and proceed in a counter-clockwise direction. Class shall proceed at least once around the ring at each gait, and on command, reverse and repeat. The order to reverse may be executed either toward or away from the rail. All gait transitions are to be executed from the walk. After the rail work, exhibitors shall line up on command and execute a pattern. Juniors will execute a pattern as designated in the rulebook. Seniors shall be prepared to complete any pattern called by the judge, and which includes tests from which the judge may choose, as outlined in this book.

It must be remembered above all, that an equitation horse should respond instantly and smoothly to all aids given by the rider.

No markers (cones) will be used during Saddle Seat pattern work.

#### Scoring and Penalties

Scoring will consist of a 50-50 analysis of the rail work and pattern. The following are faults and should be judged accordingly:

- Wrong lead or break of gait
- Being on the wrong diagonal
- Stopping rough or crooked
- Imprecise pattern work or rough transitions
- Showing resistance when cued or reined
- Stiff, artificial or unnatural body, leg, arm, and/or head position
- Poor position of exhibitor in saddle
- Loose leg with open knee, legs too far forward or back
- Toes pointed down
- Shoulders held crooked or arms held in a straight unbent position
- Reins too long, too short, or uneven

Severe faults to be scored accordingly:

- Failure to follow the pattern
- Touching the saddle

**Saddle Seat Tests** (from which the judge must choose)  
Tests may be performed either individually or collectively,

### Optional Appointments

Spurs of the un-rowelled English type, (slip-ons are acceptable), and riding crops or whips are optional.

### Prohibited Tack

Draw reins, martingales, tie-downs, hackamores and horse leg boots of any type are illegal.

## SADDLE SEAT EQUITATION

### Saddle Seat Equitation Tack

**Bridles** – Full bridles preferred. Weymouth, Kimberwicke or Pelham bits are acceptable when used with double reins.

**Saddles** – English flat saddles are required. Saddles may be of show, cut back, or Park type. Forward seat, flat saddles with knee rolls, and western saddles are prohibited.

### Class Conditions and Rules

Riders should convey the impression of effective and easy control. To show a horse well, the rider should show him/herself well. Ring generalship shall be taken into consideration by the judges. A complete picture of the whole is of major importance.

Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle, and should show sympathy, adaptability, and control.

The height the hands are held above the horse's withers is a matter of how and where the horse carries its head.

The method of holding the reins is optional, except that both hands shall be used and all reins must be held up at one time. Bight of the rein should be on the off side.

To obtain proper position, rider should place him/herself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position, adjust leathers to fit. Irons should be placed under the ball of the foot (not under the toe or 'home'), with even pressure on the entire width of the sole and center of the iron. Foot position should be natural (neither extremely in nor out).

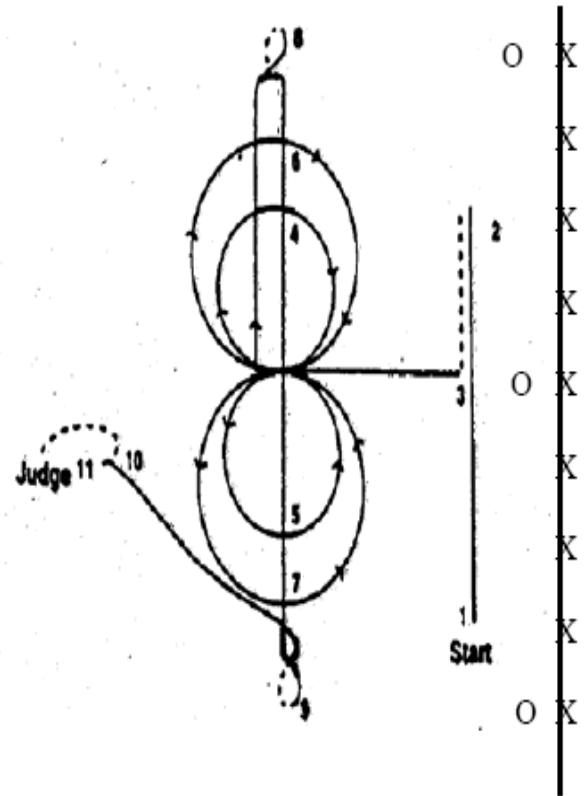
### Basic Riding Position

- 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 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. Bight of rein must be on the off side.

### Reining Pattern #1

Arena or plot should be approximately 150 X 50 feet in size and the judge shall indicate where to place the 3 markers along the wall.

MARKERS SHOULD BE PLACED  
ALONG BOTH FENCES/WALLS



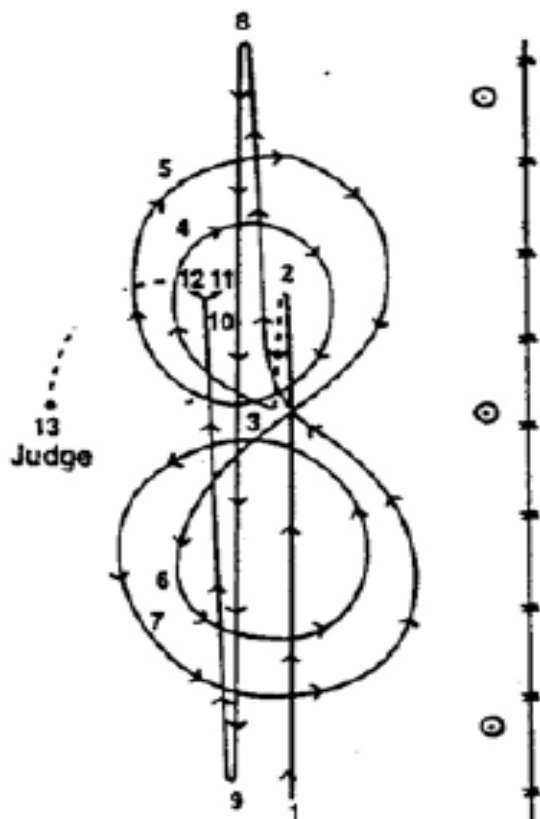
### Reining Pattern #1:

1. Rider should start the pattern at least 20 feet in from the markers placed on their right (near) side.
2. Run horse at full speed just beyond the center marker.
3. Initiate sliding stop immediately after passing center marker.
4. Back the horse to the center marker (about 10 feet).
5. Settle horse for 10 seconds.
6. Beginning in right lead, ride small figure 8 at a slow lope. Flying lead change into left lead should be executed at center of the arena.
7. Flying lead change into right lead, increase speed while beginning large figure 8. Flying lead change into left lead should be executed at center of arena. (Large figure 8 can extend beyond end marker but rider must stay away from the rail so the rail isn't used as an aid.)
8. Run at full speed to far end of arena. Left rollback over hocks (towards the judge), no hesitation.
9. Run full speed to the other end of arena. Right rollback over hocks (towards the judge), no hesitation.
10. Controlled lope in the left lead to within 20 feet of judge. Stop.
11. Pivot 360 degrees to the right.
12. Pivot 360 degrees to the left.
13. Walk to judge and stop for inspection and comments.

## Reining Pattern #2

Arena or plot should be approximately 150 X 50 feet in size and the judge shall indicate where to place the 3 markers along the wall.

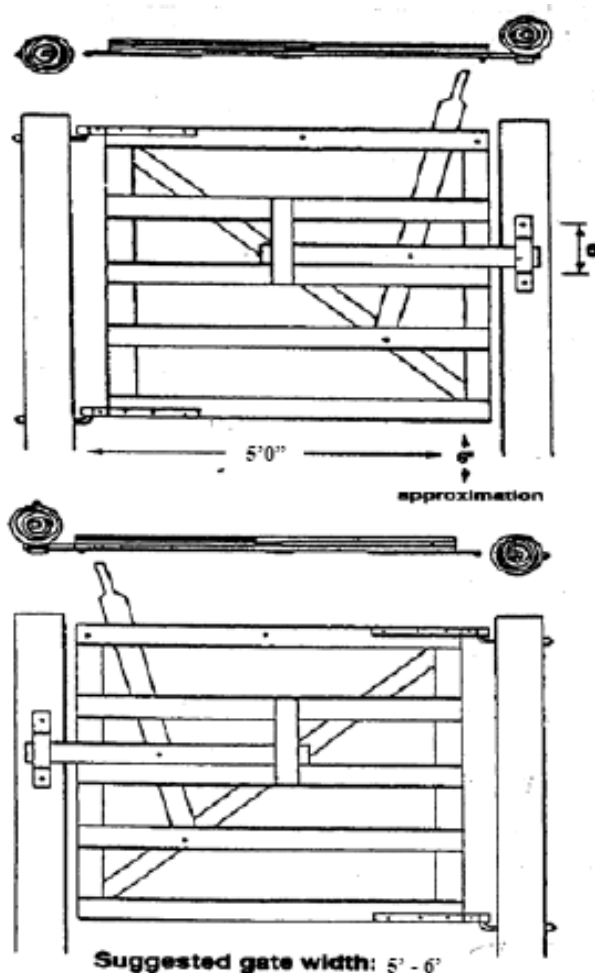
MARKERS SHOULD BE PLACED  
ALONG BOTH FENCES/WALLS.



## Reining Pattern #2

1. Rider should start the pattern in the center of the end of the arena.
2. Run horse with speed just beyond center marker.
3. Immediately after passing center marker, initiate sliding stop.
4. Back the horse to the center marker (about 10 feet).
5. Settle horse 10 seconds.
6. Pivot  $\frac{1}{4}$  turn to the left.
7. In the right lead, ride a small slow circle to the right.
8. In the right lead, ride a large fast circle. Circle may extend beyond end marker but rider must stay away from the rail so as not to use the rail as an aid.
9. Execute flying lead change at center into left lead and decrease speed.
10. In the left lead, ride a small slow circle to the left staying between center and end markers.
11. In the left lead, ride a large fast circle. Circle may extend beyond end marker but rider must stay away from rail so as to not use the rail as an aid.
12. Run with speed to the far end of the arena. Left roll-back over hocks (towards the judge), no hesitation.
13. Run with speed to the other end of the arena. Right roll-back over hocks (towards the judge), no hesitation.
14. Run to center of the arena, execute a sliding stop.
15. Let horse settle for 10 seconds.
16. Pivot right, no more than 90 degrees.
17. Pivot left, no more than 180 degrees.
18. Walk to judge and stop for inspection until dismissed.

## Example Gate for Trail Class



## ENGLISH PERFORMANCE CLASSES

(Saddle Seat Equitation, Hunt Seat Equitation, Hunter Equitation Over Fences and Pleasure Driving)

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.

### Bits

An English snaffle (no shanks), Kimberwicke, 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  $1\frac{1}{4}$  inch or less in diameter, or connecting flat bar of  $\frac{3}{8}$  to  $\frac{3}{4}$  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  $\frac{5}{16}$  inch in diameter, snaffles to be measured 1 inch from cheek. English bits of any style featuring cathedral or donut mouthpieces or rough, sharp material are not acceptable.

## TRAIL

This class will be judged on the contestant's ability to properly ride and/or conduct his/her horse through the various obstacles according to the judge's direction. The gait(s) between the obstacles will be at the discretion of the judge. The judge shall give as much consideration to the ability of the contestant to properly exhibit his/her horse as is given to the performance of the horse. The judge may ask for an additional obstacle to select a champion or to break a tie. **Note: Only exhibitors will be allowed in the ring during the final walk-through. No coaches or advisors are allowed on the course.**

A minimum of six obstacles will be used, three mandatory and three others selected from the approved list or by request of the judge. Each mandatory obstacle (except gate—see below) must be cleared within 30 seconds of entering the obstacle or the contestant will be dismissed from the ring. **No rail work will be used.**

The judge has the option of limiting performance at any optional obstacle to two approaches or 30 seconds.

This is a judged event utilizing some timed obstacles. Reins are to be used with one hand (with the exception of using a Bosal or ringed snaffle), and the rein hand must not be changed during the class except when working the gate.

A clearly visible starting line must be located six feet prior to the gate. This starting line can be marked on the ground or designated with widely set markers that are visible to the judge and rider. Once a foreleg crosses the starting line, 45 seconds will be allowed to open, ride through, close, and latch the gate.

### Mandatory Obstacles

- Opening, passing through and closing gate. Changing hands on gate or turning loose of gate is to be penalized. (45-second time limit). Suggested width of the gate is 5 feet.
- Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised (not greater than 12 inches). The distance between the poles is measured over the horse's path and shall be 15 to 24 inches for walkovers, 3 to 3 feet 6 inches for trotovers, and 6 to 7 feet for lopeovers. Elevated walkovers shall be a minimum of 22 inches apart. (30-second time limit).
- Ride over wooden bridge. (30-second time limit). The sides on the bridge for Trail need to be removed to create a flat bridge with no sides on for safety reasons.

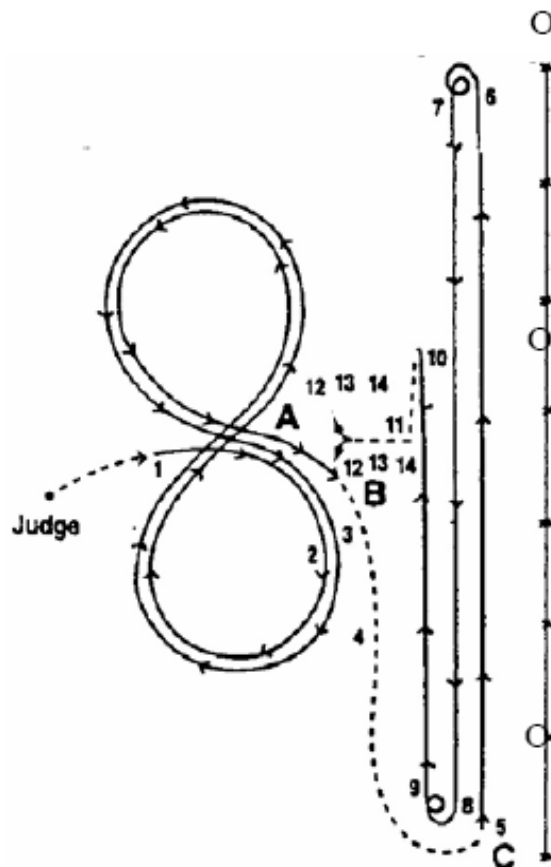
### Optional Obstacles

- Water hazard (ditch or shallow pond).
- Hobble or ground-tie horse.
- Carry object from one part of the arena to another.
- Back horse through "L" shaped course (minimum of 28 inches).
- Handle slicker.
- Dismount and lead horse over obstacles no less than 14 inches and no more than 24 inches in height.
- Pull an object toward the horse with lariat or rope.
- Others upon request of the official judge.

## Reining Pattern #3

Arena or plot should be approximately 150 X 50 feet in size and the judge shall indicate where to place the 3 markers along the wall.

MARKERS SHOULD BE PLACED  
ALONG BOTH FENCES/WALLS



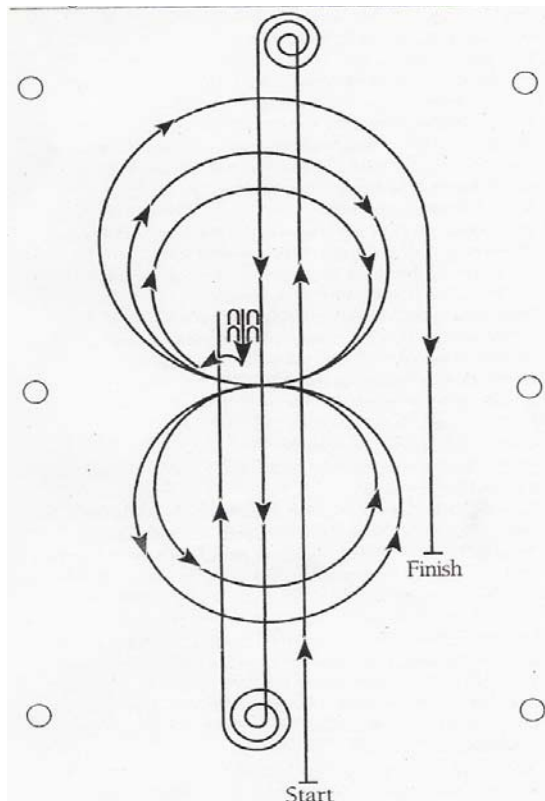
### Reining Pattern #3

1. The rider should walk to just within 20 feet of the judge. With the judge on the rider's left, turn and face the markers on the far side to start the pattern.
2. Beginning in the right lead, ride a small figure 8 at a slow lope. Flying lead change into left lead should be executed at the center of the arena. Figure 8 should be ridden between the center and end markers.
3. Flying lead change into right lead, increase speed while beginning large figure 8. Flying lead change into left lead should be executed at center or the arena. (Large figure 8 can extend beyond end marker but rider must stay away from the rail so the rail isn't used as an aid.)
4. Complete the figure 8 and continue lope following path from point A to point B.
5. Trot from point B to point C.
6. Run with full speed to the far end of the arena past the end marker, perform a sliding stop and a spin and a half to the left, no hesitation.
7. Run with full speed to the other end of the arena just past the end marker, perform a sliding stop and a spin and a half to the right, no hesitation.
8. Run to point 10.
9. Sliding stop, back over slide marks (approximately 10 feet).
10. Do a  $\frac{1}{4}$  turn to face the judge, hesitate.
11. Walk to judge for inspection and comments.

### Reining Pattern #4

Arena or plot should be approximately 150 X 50 feet in size and the judge shall indicate where to place the 3 markers along the wall.

MARKERS SHOULD BE PLACED  
ALONG BOTH FENCES/WALLS



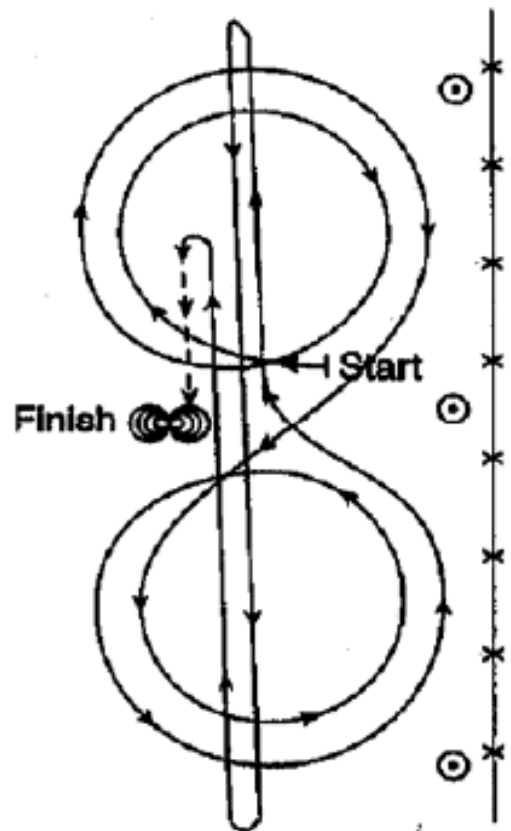
### Reining Pattern #4

1. Rider should start the pattern in the center of the end of the arena.
2. Run to the far end of the arena past end marker, perform a sliding stop and  $2\frac{1}{2}$  spins to the left.
3. Run to the opposite end of the arena past end marker, perform a sliding stop and  $2\frac{1}{2}$  spins to the right.
4. Run past the center of the pattern, perform a sliding stop, back over slide marks to center without hesitation.
5. Pivot  $\frac{1}{4}$  turn to the left, hesitate.
6. In the right lead, begin small slow circle to the right staying between center and end markers.
7. Increase speed and run larger circle to the right. Circle may extend beyond end marker but rider must stay away from rail so as not to use the rail as an aid.
8. Execute flying lead change at center into left lead and decrease speed.
9. In the left lead, ride a small slow circle to the left staying between center and end markers.
10. In the left lead, ride a large fast circle. Circle may extend beyond end marker but rider must stay away from rail so as not to use the rail as an aid.
11. Execute flying lead change into right lead at the center of the arena.
12. Begin a large fast circle to the right. Do not close this circle, but run straight down the side past the center, perform a sliding stop. (Stop should be performed at least 20 feet from wall or fence.)
13. Hesitate to show completion of pattern.
14. Walk to judge for inspection and comments.

### Reining Pattern #5

Arena or plot should be approximately 150 x 50 feet in size and the judge shall indicate where to place the 3 markers along the wall.

MARKERS SHOULD BE PLACED  
ALONG BOTH FENCES/WALLS.



### Reining Pattern #5:

1. Walk to center of arena (even with center marker). Perform a  $\frac{1}{4}$  turn to the left (facing the judge).
2. In the right lead, begin a small slow circle to the right staying between the center and end markers.
3. At the center of the arena, increase speed and ride circle to the right. Circle may extend beyond end marker but rider must stay away from the rail so as not to use the rail as an aid.
4. At the center of the arena, perform a flying lead change to the left lead and lope a small slow circle to the left staying between the center and end markers.
5. At the center of the arena, increase speed and ride circle to the right. Circle may extend beyond end marker but rider must stay away from the rail so as not to use the rail as an aid.
6. At center of arena, perform right lead change and run towards the far end of the arena and perform left rollback (towards the judge), no hesitation.
7. Run towards the other end of the arena past the end marker and perform a right roll back (towards the judge), no hesitation.
8. Run past center of arena, sliding stop.
9. Back straight to the center of the arena. Hesitate.
10. Complete four 360 degree spins to the right.
11. Complete four 360 degree spins to the left.
12. Hesitate for 10 seconds to demonstrate completion of the pattern.
13. Walk to judge and stop for inspection until dismissed.