

SC 4-H State Horse Show 2020 Rule Book



Updated 4/13/2020

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4-H HORSE SHOW GENERAL RULES

1. These rules and regulations contained herein take precedence over any other rules concerning conduct of the show and participation therein. (1) Extenuating circumstances or concern for safety may require modification of the show rules or operating procedures by the executive committee. (2) It is the responsibility of the exhibitor's parent or guardian to determine if he/she is able to participate/compete safely. (3) Show management reserves the right to alter or modify any class procedures, obstacles, patterns, or rules in this book for safety concerns, show facility restrictions or other mitigating circumstances. (4) Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor, other exhibitors or animals. With the exhibitor's safety in mind, any activity or situation deemed unsafe can, and will, be stopped by show management and may result in disqualification from that class or activity.
2. Exhibitors must be at least 5 years old and not yet 19 years old as of January 1 of the current year.

Age divisions are as follows:

Cloverbud Ages 5 - 8 as of 1/1 of the current year – classes are not placed

Junior Ages 9 - 13 as of 1/1 of the current year

Senior Ages 14-18 as of 1/1 of the current year
3. Exhibitors must be bona-fide 4-H members active in 4-H work in the current year. Entries must be certified by the county extension agent. All members must have paid their state membership dues to their 4-H agent and be up to date on required 4-H membership paperwork by March 15 of the current year to be eligible to participate.
4. Any horse exhibited must be carried as a 4-H project by the 4-Her for at least 90 days prior to the event.

5. Contestants may enter more than one horse. Two or more riders may compete on the same horse. However, in no situation may a contestant or a horse be entered in the same class more than once. Only one horse per rider may be entered per class. Each exhibitor must show his/her own project horse.
6. Exhibitors showing in Walk-Trot classes are ineligible to show in canter/lope classes at the show.
7. Each horse will be limited to 8 classes per day.
8. Riders are limited to two dressage tests. The Introduction to Dressage test is limited to walk-trot riders only.
9. Stallions are ineligible. Colts up to 15 months of age may be exhibited in showmanship classes only.
10. Both horses and ponies show in the same classes. Pony height is 14.2 hands (58 inches) and under. Pony heights will be measured by the pony steward upon arrival at the horse show and prior to entering any classes if not previously confirmed by Show Manager as having a permanent pony height on file. Ponies must be measured at least three classes prior to the first class they will show in at the 2015 State Show. A USEF Official Pony Card WILL be accepted to verify pony height. Pony height is only required for verifying jumping height in working hunter and equitation over fences. No other class requires a pony height distinction.
11. Non-trotting horses are eligible only for non-trotting halter, non-trotting performance classes, and speed events.
12. The judge's decision shall be final and may not be protested. Excessive coaching from outside the ring will be grounds for disqualification of the contestant. When an exhibitor or

exhibitor's parent, guardian, leader or agent is guilty of unsportsmanlike conduct or misbehavior during the show or in the area, the show management may suspend such exhibitor's right to participate in future classes and/or shows as deemed appropriate and may be expelled from the show grounds.

13. The judges should defer to AQHA rules (western/speed/ranch) and USEF rules (hunter/dressage).
14. Abuse or Abusive Equipment Rules: The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion is unsafe, tends to give unfair advantage or is deemed inhumane. Inhumane treatment of a horse at any time during the show or on any location on the show grounds may result in disqualification, dismissal and suspension from further participation in SC 4-H Horse Show classes. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or show official appointed by the Horse Show Committee. The standard by which conduct, or treatment will be measured is that which the show management committee rules a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures, would determine to be cruel, abusive or inhumane.
15. If any rider of any discipline should fall off, the horse must be led from the ring to exit. The rider may not remount, nor complete the rest of the class. The horse and rider will not be allowed to be placed or awarded prizes or to complete the class.
16. No rerun will be given to any contestant if handicapped by failure of personal equipment or accident to horse or rider. Failure of timer or similar other equipment will void any first run and another run will be given, regardless of circumstances of first run, at the discretion of the management.

17. In the event of a tie in a timed class, the contestant declared the winner in a runoff must run the pattern in not more than two seconds over his original time or the runoff must be held again. Ties for 1st, 2nd and 3rd place in judged events will be worked off. Ties below 3rd place will be broken at discretion of judge and show committee. Any points involved on ties will be evenly split between the tied contestants.
18. Any horse exhibiting symptoms of an infectious disease may be asked to leave the show grounds.
19. Chemical stimulants, depressants and caustic agents are prohibited and will result in disqualification. All horses are subject to testing.
20. The judge shall examine and check for lameness and health status of all horses exhibited in any class. This is essential regardless of whether or not the competition indicates it is necessary. Obvious lameness or poor condition and/or health shall be cause for disqualification at the discretion of the judge.
21. A horse may be entered in one Conformation class, one Showmanship class, and as many other performance classes as desired that they meet qualifications for.
22. An official of the show may check the appointments of each horse and exhibitor. However, it is the exhibitor's responsibility to be aware of all rules and enter the arena with the proper tack and attire. An official may request removal or alteration of any equipment deemed inappropriate prior to the judging of the class or prior to an individual's run. Participants exhibiting with illegal appointments shall be disqualified at the discretion of the judge.

23. The management of this show reserves the right to determine the number of horses that will be brought back to any semifinals, finals or workout unless that number has been previously determined.
24. Riding is allowed only in the arena and designated work areas. Riding over the show grounds, except in the immediate area of the horse show and schooling rings, is strictly prohibited. No horse will be allowed to proceed at any gait faster than a walk on the show property except within the riding rings. Failure to follow these rules on the fairgrounds could result in dismissal from the show. Riding bareback will not be permitted. Riders must keep horses under control at all times, and have all required tack, including bridle and saddle, on the horse at all times when riding. Appropriate riding attire must be worn while mounted, including boots with an appropriate heel and long pants or full chaps. When riding/schooling, the 4-H'er's exhibitor numbers must be worn on their back at all times when mounted. Show management will provide additional exhibitor numbers. **All 4-H members participating in 4-H sponsored events must wear a properly fitted and fastened ASTM/SEI approved helmet when riding. All participants should refer to the South Carolina State 4-H Policy on Headgear Safety Equipment for more information regarding this helmet policy.**
25. Protests: All problems, complaints or protests from individuals should be presented to the state specialist through the 4-H'er's volunteer club leader and/or county agent. The judge's decision shall be final and may not be protested.
26. All heats and all working orders will be drawn at random. Working order will be posted ahead of the class. In classes with drawn working orders, horses will work in that order or forfeit their right to compete in that class. The show management reserves the right to change the working orders or class schedules if extenuating circumstances warrant.

27. With the exhibitors' safety in mind, horse show managers shall decide on policies of entering and leaving the arena in timed events.
28. In Showmanship, Western Horsemanship, Saddle Seat Equitation and Hunt Seat Equitation on the Flat (finals only for Hunt Seat Equitation), individual patterns/tests will be required. Scoring will be based on a numerical scale. Judging emphasis will be on pattern work, execution and demonstrated handling/horsemanship/equitation. Ties are to be broken on rail work. Due to large entries, rail work will be the primary test in Hunt Seat Equitation, and selected riders may complete additional tests upon the judge's request. Patterns will be posted at least one hour prior to the class beginning.
29. Each class will be called two times prior to the "last call." The gate will be closed within two minutes following the last call. A work order is adhered to for each class.
30. The South Carolina 4-H Horse Program mandates **the use of a properly fitted protective equestrian helmet with a fastened chin harness** and suggests safety vests as deemed appropriate without discrimination.
31. It is the responsibility of the rider, or the parent, guardian or trainer of the all exhibitors, to see to it that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrians' use and is properly fitted and in good condition. The South Carolina 4-H Horse Show Committee and officials are not responsible for checking headgear worn for such compliance but show management and show stewards may eliminate a youth from participating if appropriate headgear is not worn.
- *The South Carolina 4-H Horse Show Committee and officials make no representation or warranty, expressed or implied, about any protective headgear, and cautions riders that death or serious injury may result despite wearing such headgear because all equestrian sports involve inherent dangerous risks and no helmet can protect against all foreseeable injuries.*
32. **No dogs or other non-equine species are permitted anywhere on the premises**

during the State 4-H Horse Show.

33. There are no refunds for entry or EMT/office fees for cancellations. Horses may be substituted with an approved alternate project horse. Substitutions will only be granted with documentation by a veterinarian stating the unsuitability of the entered horse for participation.
34. All 4-H members must complete a release of liability and obey the helmet policy. Riders competing in speed and jumping events must turn in a health report.
35. The South Carolina 4-H State Horse Show is comprised of the following riding discipline divisions:
- | | |
|-------------|--|
| a. Dressage | d. Speed |
| b. Hunter | e. Saddle Seat (Trotting & Non-trotting) |
| c. Western | f. Ranch Horse |
- 10 or more horse and rider combinations must be registered for the show for a riding discipline division to be held at the show. For example, if only 9 rider and horse combinations submit class entries for X Division, then X division riders will receive notice that the division will be cancelled; entry fees will be returned for cancelled division entries. If age divisions have less than the requisite 10 horse/rider combinations, then the age divisions will be combined.
36. Exhibitors are not allowed to wear electronic devices, including but not limited to GoPro cameras, earpieces, cell phones, etc., during any competitions except for medical devices.

Clemson University-South Carolina State 4-H Horse Program
Assumption of Risk and Release from Liability

Parent/Legal Guardian Name: _____

Child Participant/Rider Name: _____

I acknowledge and agree that I am the parent or legal guardian of the minor child identified above. I would like my child to participate in the following South Carolina State 4-H Horse Program (hereinafter ACTIVITY):

which is sponsored/organized by the 4-H and will take place on the following date(s)_____.

In consideration for my child being allowed to participate in this ACTIVITY, I the undersigned, acknowledge, appreciate and agree that:

1. I have an accident and health insurance policy that will provide coverage for any injury or illness that may occur during my child's participation in this ACTIVITY. I understand that I am responsible for any and all costs relating to medical treatment or care of injuries or illness that my child may suffer as a result of, or while participating in, the ACTIVITY.
2. I understand that this ACTIVITY is physically strenuous, and I know of no medical reason why my child should not participate.
3. I agree that my child will comply with the South Carolina State 4-H policy on Headgear Safety Equipment which is attached.
4. Equine activity, is an inherently dangerous activity, because of but not limited to: the propensity of the equine to behave in ways that may result in injury, harm or death to people or other equine; the unpredictability of an equine's reaction to sound, sudden movement, an unfamiliar object, a person or another animal; certain hazards such as surface and subsurface conditions; and collisions with other equine or objects; the potential of a participant to act in a negligent manner that may contribute to injury to the participant or others, such as failing to maintain control over the animal or not acting within the participant's ability. **KNOWING AND UNDERSTANDING THESE RISKS, I HEREBY RELEASE AND HOLD HARMLESS CLEMSON UNIVERSITY, THE SC 4-H HORSE PROGRAM, THE SC 4-H COOPERATIVE EXTENSION SYSTEM, 4-H CLUBS AND ALL OF THEIR TRUSTEES, EMPLOYEES, STUDENTS AND VOLUNTEERS FROM ANY AND ALL CLAIMS, DEMANDS, SUITS OR CAUSES OF ACTION FOR DAMAGES SUFFERED AS A RESULT OF AN INJURY, INCLUDING DEATH, OR PROPERTY DAMAGE INCURRED BY MY CHILD WHILE SAID CHILD IS PARTICIPATING IN THE ABOVE REFERENCED ACTIVITY.**
5. I also agree to indemnify and hold harmless Clemson University, the SC 4-H Horse Program, the 4-H Cooperative Extension System and 4-H Clubs for any loss, liability, damage or costs, including court costs and attorney's fees that may occur as a result of my or my child's negligent or intentional act or omission while participating in this ACTIVITY.

I HAVE CAREFULLY READ THIS RELEASE OF LIABILITY AND ASSUMPTION OF RISK AND HAVE HAD SUFFICIENT TIME TO SEEK EXPLANATION OF THE PROVISIONS CONTAINED ABOVE. AFTER CAREFUL CONSIDERATION, I SIGN THIS DOCUMENT VOLUNTARILY AND WITHOUT ANY INDUCEMENT ON BEHALF OF MY CHILD.

PARENT/LEGAL GUARDIAN'S SIGNATURE

DATE

South Carolina State 4-H Policy on Headgear Safety Equipment

The South Carolina Cooperative Extension Service 4-H Horse Program (4-H Program) requires that all **riders** wear protective headgear that meets or surpasses current applicable ASTM (American Society for Testing and Materials/SEI (Safety Equipment Institute) standards while **riding** in all 4-H Horse Program sponsored events and activities, including events and activities offered at the County, District or State level. The headgear must be properly fitted, properly worn on the top of the head, and worn with the strap or harness securely fastened. Events and activities covered by this policy include but are not limited to State 4-H Horse Show, 4-H Horsemanship Camp, District 4-H Horse Shows and Southern Regional 4-H Horse Championship. The term “riding” as used in this policy refers to the mounting, riding or driving of a horse or pony in any 4-H sponsored event or activity. The term “rider” refers to a person engaged in riding.

It is the responsibility of the rider, and the parent or guardian of the rider, to confirm that the headgear worn by the rider complies with the safety standards set forth above; is properly fitted, fastened and work; and is in sufficiently good condition that it would protect the rider in the event of an accident. The 4-H Program and the show committees, officials, judges, extension personnel and volunteers associated with the 4-H Program are not responsible for providing headgear and are not responsible for checking headgear worn by riders in order to comply with this rule.

Any rider found to be riding in violation of this policy by 4-H Horse Program employees or volunteers will be immediately prohibited from further riding and shall be barred or disqualified from the event or activity in which the rider is engaged at the time of the violation.

The 4-H Horse Program makes no representation or warranty, expressed or implied, concerning the headgear worn by any rider during a 4-H Program sponsored event or activity. In particular, the 4-H Program makes no representation or warranty concerning the safety performance of any headgear worn by any rider. The 4-H Program cautions riders and their parents and legal guardians that death or serious injury may occur despite wearing safety headgear as all equestrian sports involve inherent dangerous risk. No headgear can protect against all possible injuries.

AWARDS

Breakdown of Awards:

- A. Awards will be presented for first through tenth places (depending on entry numbers) in each class except in Cloverbud classes.
- B. Cloverbud classes will be non-competitive, non-point earning classes and receive a participation flat ribbon, according to National 4-H Policy.
- C. One high point individual (Champion) and one reserve high point individual (Reserve Champion) award will be selected in each of the Western (junior and senior), Hunter (junior and senior), Saddle Seat, Speed (junior and senior), Ranch Horse and Dressage Divisions. Points in each category will be accumulated on a one-horse, one-rider basis.
- D. Breakdown of classes for high point awards will be as follows:

Western: Showmanship (Western attire), Western Pleasure, Western Horsemanship, Reining, Western Riding and Trail.

Hunter: Showmanship (Hunt Seat), Hunter Under Saddle, Hunt Seat Equitation on the Flat, Hunter Over Fences, and Equitation Over Fences

Saddle Type (Trotting/Non-Trotting): Showmanship; English Pleasure – Saddle Seat (Trotting), Paso Pleasure, OR Walking/Racking Pleasure; and Saddle Type Equitation (Trotting or Non-Trotting).

Speed Events: Pole Bending, Barrel Racing, and Stake Race.

Dressage: Training Level Test 1, Training Level Test 3 and First Level Test 1 (can only compete in two of these classes)

Ranch Horse: Ranch Ground Handling, Ranch Riding, Ranch Trail

Points, Championship, and SR4HHC Qualifying:

- A. Points will be awarded based on the following number of entries per class:

# Horses in Class	Placing in Class and Points per Placing									
	1	2	3	4	5	6	7	8	9	10
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6 to 12	6	5	4	3	2	1				
13 to 15	7	6	5	4	3	2	1			
16 to 17	8	7	6	5	4	3	2	1		
18 to 19	9	8	7	6	5	4	3	2	1	
20 or more	10	9	8	7	6	5	4	3	2	1

- B. The number of horses in a class will be determined by the number actually shown.
- C. Under no circumstances shall a disqualified contestant receive points; however, each horse brought into the ring will constitute an entry and will be counted.
- D. Horses not receiving a ribbon in a class will not receive points for that class. At the judge's discretion, classes with limited (1-2 entries) entries, may not be placed if the entry does not successfully complete or represent the class entered. In this instance, a ribbon may be provided to participants at show management's discretion, but points will NOT be awarded for that entry.
- E. Under no circumstances shall a disqualified contestant receive points; however, all horses brought into the ring will constitute an entry and will be counted.
- F. In the case of ties, the following priority order will be used:
- (1) Most points earned in the greatest number of classes (i.e. – if points were earned in three classes, versatility within division is rewarded, and places over someone earning all points in only one class).
 - (2) Most points earned in riding classes (not showmanship).
 - (3) Total number of horses placed over in any class.
 - (4) The horse with the highest placing.

G. Qualifying for Southern Regional 4-H Horse Championship (SR4HHC):

- a. Entries in point earning, qualifying classes (those not designated by a pound sign [#]) are tallied for the entire show. Entries per each of the divisions listed in general rules above and are tallied separately; the percentage of total entries is calculated for each division. There are 60 total qualifying entries for SR4HHC; each division is given its appropriate percentage of qualifying entries based on the SC 4-H Horse Show entries. If more than one rider qualifies on the same horse, that horse represents the qualifying entry. The riders of that particular horse (if qualified) are both allowed to show at SR4HHC but must follow SR4HHC eligibility rules.
- b. Should something happen to a project member's SR4HHC qualified horse (at some point between the State 4-H Horse Show and SR4HHC), an alternate horse may be substituted IF the project member has successfully competed with an alternate horse at the State 4-H Horse Show.
 - i. Successful competition can be in any class offered at the State 4-H Horse Show for which the 4-Her is eligible; completion of this requirement does not require a ribbon to be deemed successful. Unsuccessful competition attempts by the alternate horse would include things such as, but not limited to: disqualification due to falling, disobedience, lameness, safety, etc. SR4HHC qualifying classes only include walk-trot-canter classes (excluding showmanship as an in hand class), thus the alternate horse may not be cross-entered in walk-trot classes by that same rider (due to general rule #6) to fulfill this successful competition requirement of a back-up horse. Alternate horses may only be substituted in writing with a veterinarian's statement that the originally qualified horse is unsuitable to compete at the SR4HHC.

CLASSES

CLOVERBUD DIVISION

1. Cloverbud classes are for youth ages 5 - 8 as of 1/1 of the current year. The cloverbud division is considered a non-competitive division by National 4-H mandate, thus all exhibitors will receive participation flat ribbons only, and are not eligible for rosettes. SC 4-H offers the Cloverbud division for experience only.
2. Safety is our utmost concern! Exhibitors must be able to show their animal unassisted or will be disqualified.
3. Cloverbuds are only eligible for Cloverbud Showmanship, Cloverbud Walk-Trot/Jog, and Cloverbud EZ Rider classes. **They may not enter any other classes at the show.**
4. **In all Cloverbud Walk-Trot/Jog and EZ Riders classes, all riders are required to wear a properly fitted ASTM/SEI approved equestrian helmet with a fastened chin harness the entire time the exhibitor is in the arena.** ASTM/SEI helmets are required. It is the responsibility of the rider, or the parent, guardian or trainer of the Cloverbud/EZ Rider exhibitor, to see to it that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrians' use and is properly fitted and in good condition. The South Carolina 4-H Horse Show Committee and officials are not responsible for checking headgear worn for such compliance. The show management or stewards may disqualify youth if appropriate approved headgear is not worn.
5. Cloverbud exhibitors are not eligible for the Southern Regional 4-H Horse Championship.

Cloverbud Western/Hunter/Saddle Type Walk-Trot/Jog

1. There will be separate Western, Hunter, and Saddle Type Walk-Trot classes for Cloverbuds.
2. Riders will work both directions at a walk and trot (jog), reverse at a walk, and may be asked to back while in the lineup.
3. Tack and attire will be appropriate for the division in which they are exhibiting, but all three classes will require an approved helmet with a chin harness.
4. This is a non-point class. Riders are not eligible for any other riding class except that they can cross enter in more than one division if they so choose.

Cloverbud EZ Rider (Non-Trotting)

1. This class is for Cloverbud riders with non-trotting horses.
2. Horses will be shown at the walk and flat walk, slow rack, or corto both directions of the ring. They will reverse at a walk and may be asked to back up while in the lineup.
3. Tack and attire may be either Saddle Seat or Western, but attire must be appropriate for tack used.
4. This is a non-point class.

CONFORMATION OR IN-HAND CLASSES (ALL DIVISIONS):

1. **A horse may only be shown in one conformation class.** Conformation classes will not count toward High Point awards. Stock-type entries shall be Quarter Horse, Paint, Palomino, Appaloosa, and other stock-type horse or pony breeds – registered or grade animals. Hunter-type entries shall be any breed to be shown in Hunter or Dressage Division classes - may be horse or pony. Saddle-type trotting entries shall be Saddlebred, Morgan, Arabian or any other breed (registered or grade) shown in Saddle Type - Trotting classes. Saddle Type - Non-Trotting entries shall be Tennessee Walking Horse, Racking Horse, Spotted Saddle Horse, Paso Fino or other non-trotting breed - registered or grade.
2. Horses will be judged according to respective breed standards on conformation, condition, structural defects, soundness and way of going at discretion of judge.
3. Horses are judged individually standing, at a walk and trot (or favorite gait in Saddle Type).
4. Horses must be shown in halters with throatlatches made of leather or other suitable material. (In English/Hunter classes, horse may be shown in leather halter or bridle).
5. Whips or bats of any type are not permitted in conformation classes. Protective boots, leg wraps and bandages are prohibited. Neither spurs nor chaps should be worn in conformation classes.
6. Horses will be handled and shown by one junior or senior club member only - No Cloverbuds.
7. Horses should enter the ring as specified by the official. Subsequent procedures will be as directed by judge and/or ring steward.
8. When the top horses are placed, the ring steward may choose to line them up in order of placing so the public may see how the horses are placed.

SHOWMANSHIP CLASSES (ALL DIVISIONS):

1. Equipment:

- A. Personal appearance of exhibitor should be neat, clean, well-groomed, attentive, courteous and dressed in appropriate attire for breed and division shown. A horse can only be shown in one showmanship class - **Horse may be shown in showmanship by junior or senior, not both. A Cloverbud may show the same horse as a junior or senior.** Spurs nor chaps should be worn in showmanship classes. Protective boots, leg wraps and bandages are prohibited.

B. Equipment:

- (1) **Hunter:** Clean, adjusted and acceptable hunter bridle or halter. No crops, bats, spurs or chaps are permitted.
- (2) **Saddle Type:** Clean, adjusted halter or bridle (full, Pelham, curb or snaffle). No whips are permitted.
- (3) **Western:** Clean, adjusted halter to fit the horse. Fancy halters shall not be given preference over good working halters. No spurs or chaps are permitted.

2. Horse (Fitting and Grooming):

- A. The horse should be clean, well-groomed and fitted for his type.
- B. The horse's feet should be cleaned and either trimmed or properly shod.

3. Method of Showing (Showmanship):

- A. Walk, trot (or favorite gait*), turn, stop, back and pose your horse as directed by the judge or ring steward. **Saddle Seat Division only.*
- B. Lead from the left side of your horse with your right hand on the lead strap or bridle reins. When showing your horse at a walk, walk by his side - never directly in front of him. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck. When moving, keep your horse's neck, head and body in a straight line and maintain precise control. Move him directly toward or away from the judge, unless the judge indicates that he wishes to see him from the side.
- C. Show the horse with a shank short enough to assure maximum control and responsiveness from the horse. The basic position of the exhibitor should allow constant observation of the horse's feet and also permit observation of the judge and ring officials.
- D. Never obstruct the view of the judge, and do not stand directly in front of the horse.

- E. Run by the left side of your horse when you are showing him at the trot (or favorite gait*). He should move willingly toward or away from the judge with his head, neck and body in a straight line. He should trot freely, fast and be alert with head up but not too high. **Saddle Seat Division only.*
- F. When a particular show ring procedure being used by a judge requires a horse to be reversed, he should be turned to the right. Turn in as small a space as possible and attempt to keep the horse's hind pivot foot planted in one place while turning. All turns should be made natural. Any turn requiring more than 90 ° should be made to the right.
- G. Keep your horse posed at all times and know where the judge is and what he wants.

A good showman always gives the judge the best view of his horse. You cannot change your horse's type and conformation, but you can improve his style and appearance. Make it easy for the judge to see your horse to his best advantage.

- H. Keep your proper position in line and allow reasonable space (at least 6 feet) between your horse and the other horses. Never let your horse interfere with another horse.
- I. Be alert when leading in a circle. Observe the horse in front of you; bumping this horse from the rear is a serious fault in showmanship and very unsafe.
- J. If asked to change position in line, back your horse out of line and approach the new position from behind. Do not get too close.
- K. Move easily, quietly and with confidence when showing your horse. Be courteous; respond promptly to directions and show good horsemanship at all times.
- L. Do your showing with the lead shank or bridle rein.
- M. **Faults and Scoring:** Exhibitors are to be scored based on the American Quarter Horse Association rules and scoring. For more information, please visit: <https://www.aqha.com/news-and-publications/e-books/free-ebooks/showmanship-basics>.

WESTERN DIVISION

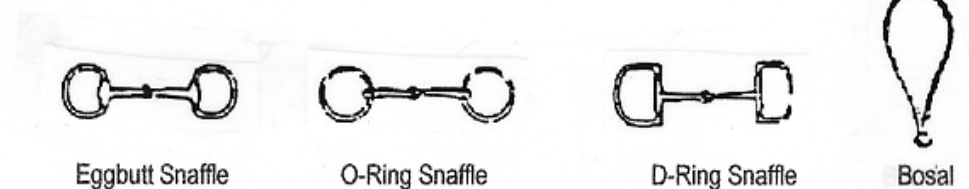
Appointments

Personal: Spurs, chaps or similar equipment are optional. Clothing should be clean and neat. Shirts with a collar and long sleeves are required along with western boots. All riders are required to wear a properly fitted ASTM/SEI approved equestrian helmet with a fastened chin harness **the entire time the exhibitor is in the arena**. ASTM/SEI helmets are required. It is the responsibility of the rider or the parent, guardian or trainer of rider to ensure compliance. **No exhibitor may be tied, buckled or fastened into the saddle in any manner or by any means during competition.**

Tack: Horse shall be shown with a stock saddle. Silver tack equipment will not count over a good working outfit. A snaffle, curb, half-breed or spade bit is permissible; but a martingale, tiedown or nose band is prohibited. No wire curbs, regardless of how taped, nor chin strap narrower than ½ inch will be permitted. Chain curbs are permissible but must be of the standard flat variety with no twist and must meet approval of the judge. *A hackamore or snaffle may be used only on horses or ponies five years of age or younger (Junior Horses) in Western events.* "Hackamore" means that a horse will be ridden **ONLY** with a rawhide braided or leather braided or rope bosal. Absolutely no iron will be permitted under the jaws, regardless of how padded or taped. Mechanical hackamores are prohibited except in Roping or speed events. A judge shall have the authority to require the removal or alteration of any piece of equipment which in his opinion would give a horse an unfair advantage. Protective boots, leg wraps and bandages are allowed in Horsemanship, Western Riding and Reining.

Bits: *Snaffle bits* used in western performance classes must be used only on junior horses (horses 5 years and younger) and must be conventional egg-butt, O-ring or D-ring type with a ring diameter no larger than 4 inches. The mouthpiece must be round and smooth and constructed of unwrapped metal. If the mouthpiece is inlaid, it must be smooth, or latex wrapped. The bars of the bit must measure at least 5/16 inches when measured 1 inch from the cheek. A gradual decrease toward the center of the bit is permissible. The mouthpiece may be of two or three pieces with either a connecting ring or a flat bar being the center. If the ring structure is used it must be no larger than 1 1/4 inches in diameter; if the connecting piece is a flat bar, it can be no longer than 2 inches and must measure 3/8 inches to 3/4 inches top to bottom. Both connecting ring or flat bar must lie in the horse's mouth.

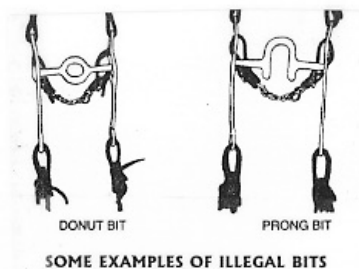
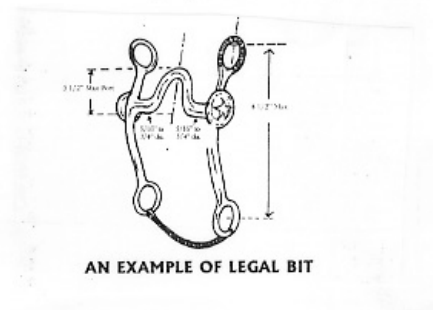
Examples of Acceptable Snaffle Bits or Bosal



Horses or ponies five years of age or younger may be shown with both hands-on reins in all western division classes in accordance with the following rules:

1. Horses to be shown in standard, plain or silver headstalls (browband, shaped ear or split ear). Smooth snaffle bit with broken mouthpiece (conventional O-ring, egg butt or D-ring).
2. Reins to be attached above the curb strap.
3. Standard, leather or woven, split reins are mandatory. Hair reins are not permitted with snaffle bits.
4. A rawhide braided, leather braided, or rope bosal may be used in lieu of a snaffle bit, with no metal under the jaw or on the noseband in connection with the bosal. The bosal should be properly fitted relative to the horse's size and conformation.
5. All entries with a hackamore/snaffle bit must be shown with both hands-on reins, maintaining light contact with horse's mouth. *Curb bits* are those bits that have shanks used for leverage. The mouthpiece may be either smooth or broken. The bit must be free of mechanical devices. The length of the shank must not exceed 8 ½ inches measured from the upper inside of the top ring (where the headstall attaches) to the center of the bottom ring (where the reins attach). The bars of the curb bit must be round, smooth and unwrapped metal at least 5/16 inches and no larger than ¾ inches in diameter when measured 1 inch from the cheek. If the mouthpiece is solid, nothing may protrude below the bar. If the mouthpiece is made of two or three pieces, a connecting ring 1 1/4 inch or less in diameter, or a connecting flat bar of 3/8 inches - 3/4 inches (measured top to bottom with a maximum length of 2 inches), which lies flat in the horse's mouth is acceptable. The maximum height of the port on a curb bit is 3 ½ inches measured from the bottom of the bar to the top of the port (this includes any extensions that might be added to the port). *All western division horses 6 years of age or older must show in curb bit.*
 - a) When showing with a curb bit, reins shall be held in one hand and cannot be changed during the performance. The free hand shall not be used to support the rider by being placed on any part of the saddle.
 - b) Contestants must use split reins or romal. Only one finger between reins is permissible with split reins. No fingers permitted between reins with romal. Roping reins are not permitted.

Slip bits, gag bits, donut and flat polo mouthpieces are not acceptable.



Western Walk-Jog

1. Horses will be shown at a walk and jog both directions of the ring, reverse at the walk, and back from the lineup.
2. Exhibitors may not enter any other performance classes except other Walk-Trot classes and/or Cross Rails. They may enter showmanship and conformation classes.
3. This is a non-point class.
4. This class is open to junior and senior aged riders.

Western Pleasure

1. Horses are shown at a walk, jog and lope on a reasonably loose rein without undue restraint.

Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. Horses may be required to reverse at the walk or jog and may be required to go from any gait to any other gait at the discretion of the judge. For safety of the contestants, a reverse at the lope shall not be called. An extended lope will not be called.

2. The judge shall have the right to ask for additional work from any horse. Additional work shall be related to the utility of the horse.
3. The judge may ask that only finalists to be backed.
4. Horses are to be reversed to the center of the arena.
5. Large numbers in this class will necessitate elimination heats to accommodate all horses.

The suggested maximum number is 25 horses in each heat. Finalists in each heat must be brought to the center of the arena and identified.

6. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.
7. At no time shall the fault-out system be used that results in a contestant being eliminated individually. Instead, a more positive approach should be used, with winners being announced and the remainder of the class being dismissed from the arena as a group. Individual horses will not be pulled off the rail while the class is being judged.

8. This class will be judged on the performance of the horse at the discretion of the judge.

Western Horsemanship

1. General:
 - a) Riders will be judged on basic position in saddle; position and use of hands, legs and feet; ability to control and show horse; and suitability of horse to rider.
 - b) Scores on individual work will be based on rider's skills and execution of the pattern.
2. Seat, Position of Hands, Legs and Feet:
 - a) Basic position: Rider should sit in a comfortable, balanced, relaxed and flexible manner.
 - b) Arms and Hands: Arms and hands should be held in an easy, relaxed manner. Upper arms are held in a straight line with the body, the one holding the reins bent at the elbow. Only one hand is to be used for reining, and hands shall not be changed on reins. Hand is to be around reins, with one finger permitted between split reins. Both hands may be used on the reins if showing a horse or pony five years of age or younger in either a snaffle bit or bosal. Reins are to be carried immediately above, to slightly in front of, saddle horn. Reins should be gathered so that light contact in the horse's mouth is maintained. Free hand should be bent at the elbow and held close, but not touching the body.
3. Position in Motion: Rider shall sit to the jog, extended jog, and not post. At lope, he/she should be close to saddle.
4. Class Routine:
 - a. All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The whole class, or just the finalists must work at all three gaits at least one direction of the arena. The following maneuvers are acceptable in a pattern: walk, jog, extended jog, lope, or extended lope in a straight line, curved line, serpentine, circle, or figure 8, or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two track, or leg yield; flying or simple change of lead; counter canter; or ride without stirrups. A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount.
 - b. It is recommended that the pattern be posted at least one hour before the class begins.
 - c. Failure to complete the pattern will not be a disqualification but shall be scored accordingly.

- d. These individual work scores will be used to determine the top riders who may be asked to work individually or on the rail.
5. Scoring and Faults: Exhibitors will be scored using American Quarter Horse Association (AQHA) score sheets, and faults will be given as defined by AQHA rules for Western Horsemanship. For more information, please visit:
<https://www.aqha.com/horsemanship>.

Medal Western Horsemanship

1. Only those riders who earned a 1st through 5th place award in their respective Western Horsemanship class (junior or senior) are eligible to ride in this non-point class. This class will not qualify the exhibitor for the Southern Regional Championship Show.
2. If you choose to ride in this class, you must pay a separate entry fee at the show office prior to participation in the event.
3. All rules for the Western Horsemanship class apply.
4. A separate (often more challenging) pattern will be utilized for this class.

Western Riding

1. Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed and be sensible, well-mannered, free and easy moving.
2. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with 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 both at the jog and the lope without breaking gait or radically changing stride.
3. The judge will select one of the four patterns to be performed. The judge is responsible for the pattern being correctly set.
4. On the pattern:
 - a) The eight small circles represent pylon markers, which are recommended. These should be separated by a uniform measured distance of not less than 30 feet not more than 50 feet on the sides with five markers (see diagram). In pattern one, the

three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80 feet width in the pattern, as the arena permits.

- b) A solid log or pole should be used and be a minimum of 8 feet in length.
 - c) The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The recommended lead changing point is equal to $\frac{1}{2}$ stride length before or after the center point between the markers. The dotted line (...) indicates walk, the dash line (---) jog and the solid line (___) lope.
5. Scoring will be on a basis of 0-100, with 70 denoting an average performance.
- a) Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
6. A contestant shall be penalized each time the following occur:

Five (5) points

- 1) Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five (5) point penalties).
- 2) Blatant disobedience including kicking out, biting and bucking

Three (3) points

- 1) Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area
- 2) Break of gait at the lope
- 3) Simple change of leads
- 4) Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- 5) Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- 6) In pattern one or three, failure to start the lope within 30 feet after crossing the log at the jog
- 7) Break of gait at walk or jog for more than two strides

One (1) point

- 1) Break of gait at walk or jog up to two strides
- 2) Hitting or rolling log
- 3) Out of lead for more than one stride either side of the center point and between the markers
- 4) Splitting the log (log between the two front or two hind feet) at the lope

One-half (½) point

- 1) Tick or light touch of log
- 2) Hind legs skipping or coming together during lead change
- 3) Non-simultaneous lead change (front to hind or hind to front)

Disqualified - 0 score

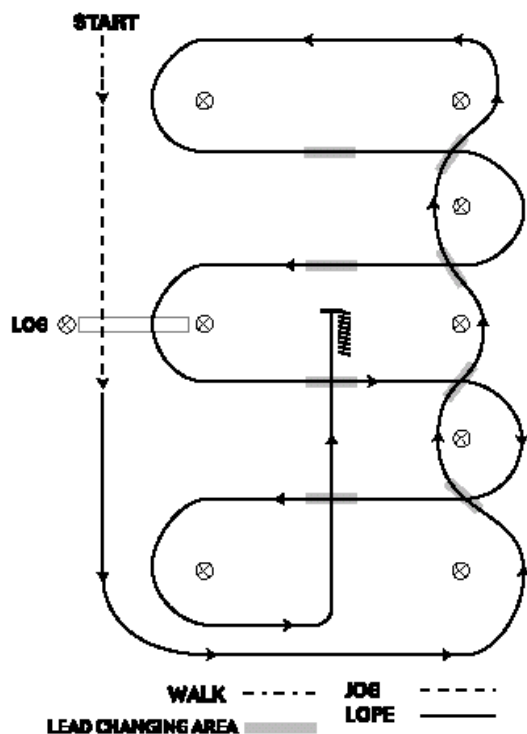
- 1) Illegal equipment
- 2) Willful abuse
- 3) Off course
- 4) Knocking over markers
- 5) Completely missing log
- 6) Major refusal - stop and back 2 strides or 4 steps with front legs.
- 7) Major disobedience - rearing, schooling
- 8) Failure to start lope prior to end cone in pattern #1 and #3.
- 9) Four or more simple lead changes and/or failures to change leads.

Credits

- 1) Changes of leads, hind and front simultaneously
 - 2) Change of lead near the center point of the lead change area
 - 3) Accurate and smooth pattern
 - 4) Even pace throughout
 - 5) Easy to guide and control with rein and leg
 - 6) Manners and disposition
 - 7) Conformation and fitness
7. The following characteristics are considered faults and should be judged accordingly in maneuver scores:
- 1) Opening mouth excessively
 - 2) Anticipating signals
 - 3) Stumbling

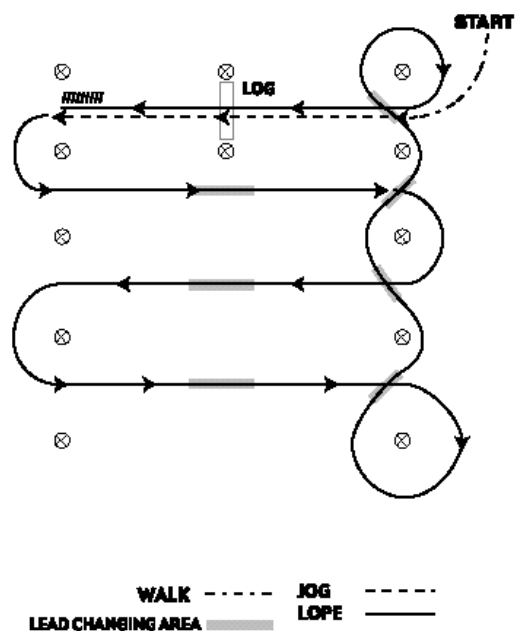
Pattern will be selected from one of the following four patterns on subsequent pages. Pattern will be announced and posted at least one hour prior to the class.

WESTERN RIDING PATTERN I



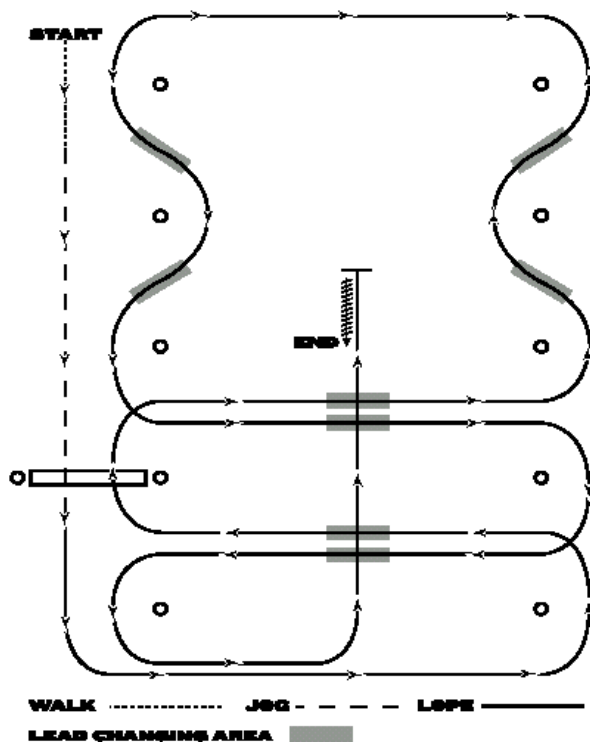
1. Walk & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

WESTERN RIDING PATTERN II



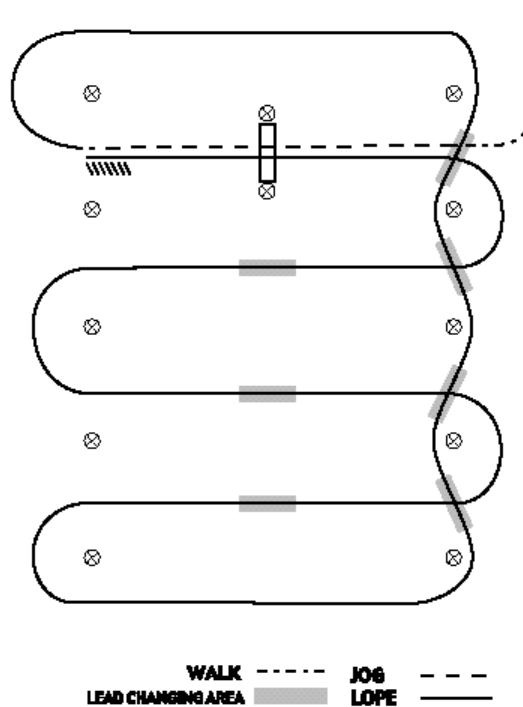
1. Walk, transition to jog, jog over log
2. Transition to left
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

WESTERN RIDING PATTERN III



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

WESTERN RIDING PATTERN IV



1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, Stop & back.

WESTERN TRAIL

1. This class is limited to any exhibitors showing in western tack and attire. It will count towards the Western Division Championship points.
2. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
3. Horse shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
4. Horses must not be required to work on the rail. However, the course must be designed to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as a part of its work and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Gait between obstacles shall be at the discretion of the judge.
5. The course to be used must be posted at least one hour before scheduled starting time of the class.
6. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
7. The following deductions will result:

0 – SCORE

- Use of more than one finger between reins
- Use of two hands (except in Snaffle Bit or Hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle

bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.

- Use of romal other than as outlined in rules
- Performing the obstacles incorrectly or other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Fall to the ground by horse or rider
- Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn
- Failure to work an obstacle in any manner other than how it's described by the course
- Riding outside designated boundary marker of the arena or course area
- Third refusal
- Failure to demonstrate correct lead or gait, if designated
- Faults, that occur on the line of travel between obstacles, which will be cause for disqualification, except in novice amateur or novice youth classes, which shall be faults, scored according to severity:
 - 1) head carried too low (tip of ear below the withers *consistently*)
 - 2) over-flexing or straining neck in head carriage so the nose is carried behind the vertical *consistently*.

1/2 POINT PENALTY

- Each tick of log, pole, cone or obstacle

1 POINT PENALTY

- Each hit of or stepping on a log, pole, cone or obstacle
- Incorrect gait at walk or jog for two strides or less
- Both front or hind feet in a single-stride slot or space
- Skipping over or failing to step into required space
- Split pole in lope-over
- Failure to meet the correct strides on trot over and lope over log obstacles

3 POINT PENALTY

- Break of gait at walk or jog for more than 2 strides
- Out of lead or break of gait at lope (except when correcting an incorrect lead)
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
- Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot

5 POINT PENALTY

- Dropping slicker or object required to be carried on course
 - First refusal, balk, or attempting to evade an obstacle by shying or backing more than 2 strides away
 - Letting go of gate or dropping rope gate
 - Use of either hand to instill fear or praise
 - Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot
 - Blatant disobedience (kicking out, bucking, rearing, striking)
 - Failure to follow the correct line of travel within or between obstacles
 - Failure to complete obstacle
 - Faults, which occur on the line of travel between obstacles, scored according to severity:
 - head carried too high
 - head carried too low (tip of ear below the withers)
 - over-flexing or straining neck in head carriage so the nose is carried behind the vertical
 - excessive nosing out
 - opening mouth excessively
8. Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, junior trail should be less difficult. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog [at least 30 feet] and lope [at least 50 feet] for the judges to evaluate these gaits.
9. If disrupted, the course shall be reset after each horse has worked. In the case that a combination of obstacles is used, the course cannot be reset until the contestant finishes the entire course regardless of where any disruption occurs.
10. At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three different others selected from the list of optional obstacles.
11. Mandatory obstacles:
- 1) Opening, passing through, and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
 - 2) Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to

take should be the measuring point. Trot-overs and lope-overs cannot be elevated in novice classes. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs, and lope-overs should be as follows or increments thereof.

- i. The spacing for walkovers shall be 20" to 24" and may be elevated to 12". Elevated walkovers should be set at least 22" apart.
 - ii. The spacing for trot-overs shall be 3' to 3'6" and may be elevated to 8".
 - iii. The spacing for lope-overs shall be 6' to 7' or increments thereof and may be elevated to 8".
- 3) Backing obstacle. Backing obstacles to be spaced a minimum of 28". If elevated, 30" spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
- i. Back through and around at least three markers.
 - ii. Back through L, V, U, straight, or similar shaped course. May be elevated no more than 24".

12. Optional obstacles, but not limited to:

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

13. Unacceptable obstacles:

- 1) Tires
- 2) Animals
- 3) Hides
- 4) PVC pipe
- 5) Dismounting
- 6) Jumps
- 7) Rocking or moving bridges

- 8) Water box with floating or moving parts
 - 9) Flames, dry ice, fire extinguisher, etc.
 - 10) Logs or poles elevated in a manner that permits such to roll.
 - 11) Ground ties
14. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.
15. There will be one set of awards. This class will count towards Western High Point awards.

SPEED EVENTS DIVISION

Each rider competing in SPEED DIVISION classes must have a health form verifying physical fitness for participation. A medical professional must sign this form.

Appointments

PERSONAL: Clothing should be clean and neat. Shirts with a collar and long sleeves are required along with western boots. All exhibitors are required to wear a properly fitted ASTM/SEI equestrian helmet with a fastened chin harness. It is the responsibility of the exhibitor or the parent or guardian or trainer of exhibitor to ensure compliance. **No exhibitor may be tied, buckled or fastened into the saddle in any manner or by any means during competition. Rubber bands are not allowed in any Speed Class. Stirrup, stirrup leathers or any part of the fender should not be attached by any means to the cinch, breastplate, saddle, horse, or anywhere other than where it is normally attached to the saddle.**

TACK: Western saddles will be used. A mechanical hackamore or other bridles can be used. However, the judge or appointed equipment official may prohibit the use of bits or equipment considered to be severe. Nosebands and tie-downs are allowed in speed events; however, these cannot have any bare metal in contact with the horse's head.

General Rules

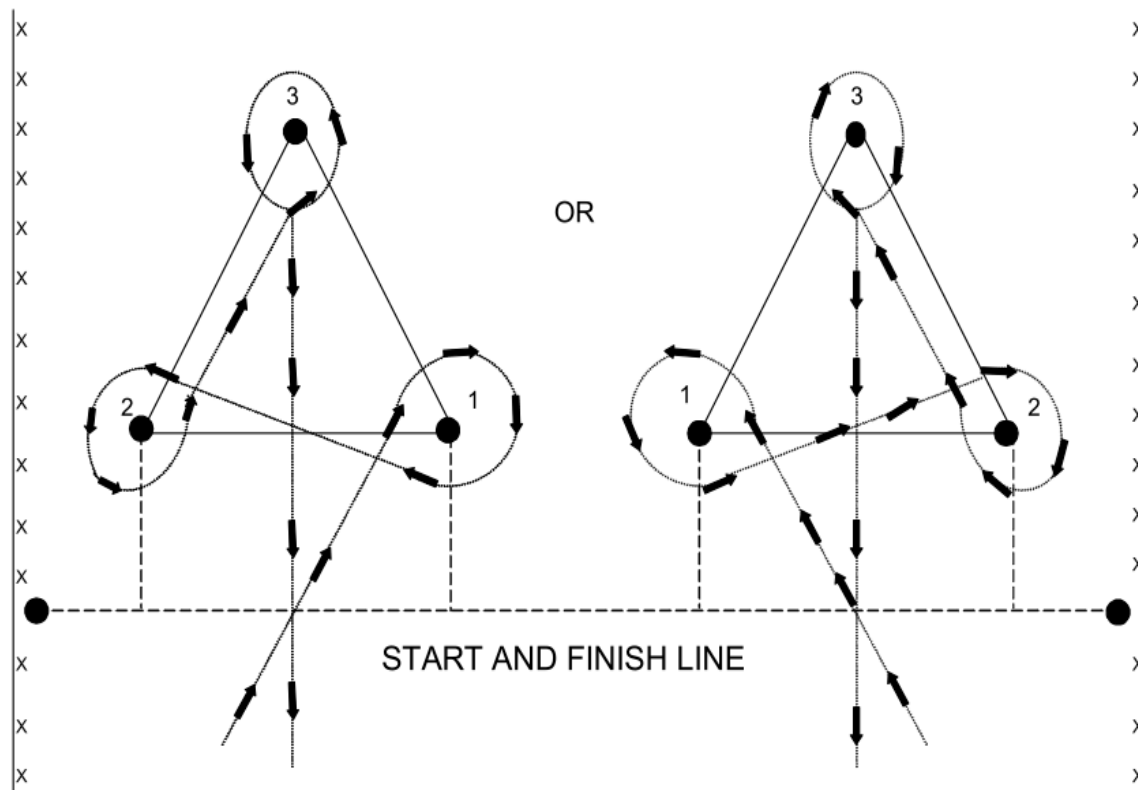
1. Each rider competing in the Speed Division must have a health form verifying physical fitness for participation. A medical professional must sign this form.
2. Each contestant will enter the arena from within a designated area behind the arena gate. Arena conditions and show management will determine where the run will begin and end.
3. The contestant is allowed a running start. Timing shall begin as soon as the horse reaches the starting line and will be stopped when the horse passes over the finish line.
4. An electric timer, when accessible, will be the official time. Otherwise, at least two watches shall be used, with the average time of the two watches to be the official time. Starting line markers or electric timers, when possible, shall be placed against the arena fence.
5. A closed gate finish will be used.
6. The judge, at his or her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.

7. If any rider of any discipline should fall off, the horse must be led from the ring to exit. The rider may not remount, nor complete the rest of the class. The horse and rider will not be allowed to be placed or awarded prizes or to complete the class. (See General Rule #14)
8. In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply to the two-second rule but will apply to the final runoff time.
9. In the event of show management problems (i.e.: timer malfunction, etc.), the contestant will receive a rerun. The contestant shall have the option of performing the rerun immediately or electing to move to the end of the class and rerun.
10. No assistance, to either horse or rider, is permitted past the arena gate.
11. **ASTM/SEI approved safety helmets are required.** The helmet must be properly fitted equestrian helmets, have a fastened chin strap, and remain securely fastened on the contestant's head the entire time the contestant is in the arena.

Barrel Racing

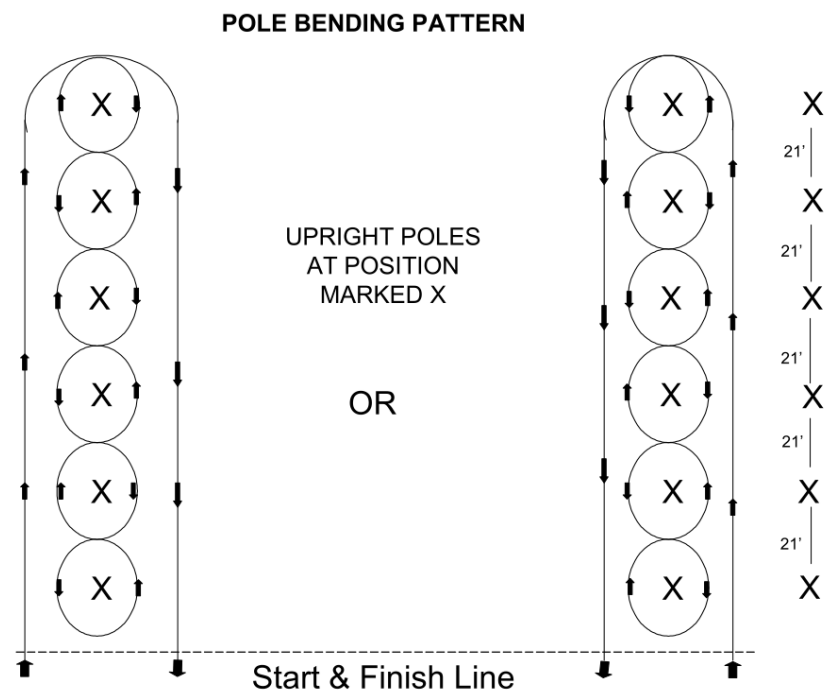
1. Speed Events General Rules apply.
2. Barrel Racing is a timed event.
3. The course must be set to fit the arena. The course should be set so that a horse may have ample room to turn and stop. (All barrels are recommended to be at least 21 feet from the fence if possible.)
4. Knocking over a barrel shall carry a five (5)-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in Barrel Racing. A superintendent, ring steward or some other official will be designated to rule pattern disqualifications in the absence of the official show judge.

BARREL RACING CONTEST



Pole Bending

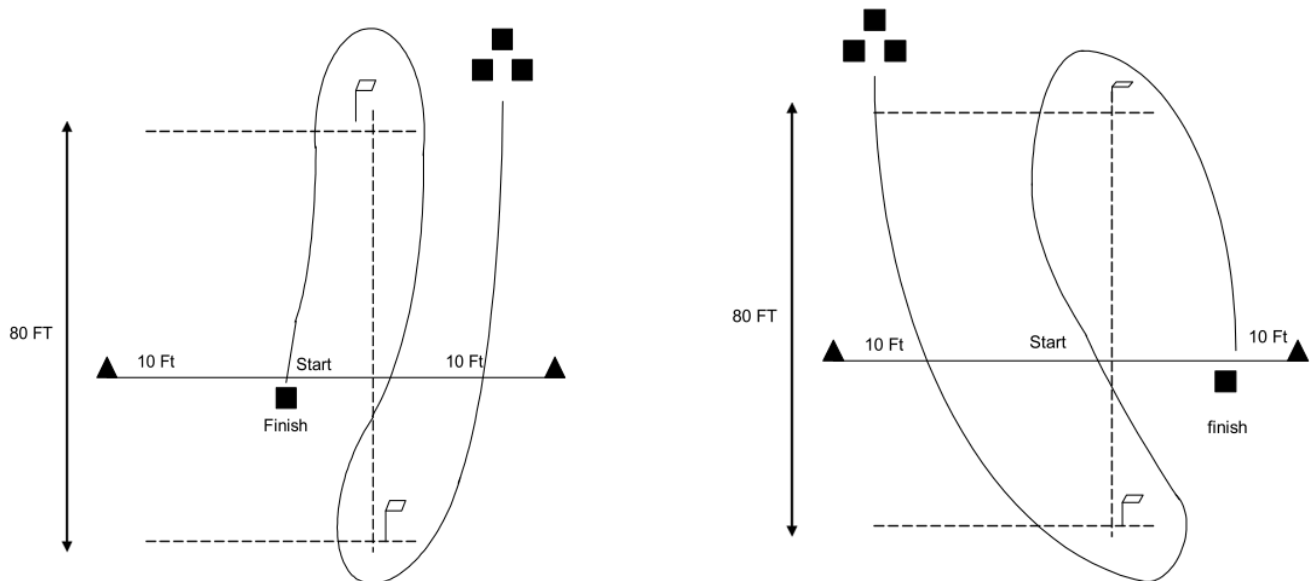
1. All Speed Events General Rules apply.
2. Pole Bending is a timed event.
3. The Pole Bending pattern is to be run around six poles. Each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line.
4. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
5. The course must be set to fit the arena. The course should be set so that a horse may have ample room to turn and stop.
6. Knocking over a pole shall carry a five (5)-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole(s) with his or her hands in Pole Bending. A superintendent, ring steward or some other official will be designated to rule pattern disqualifications in the absence of the official show judge.

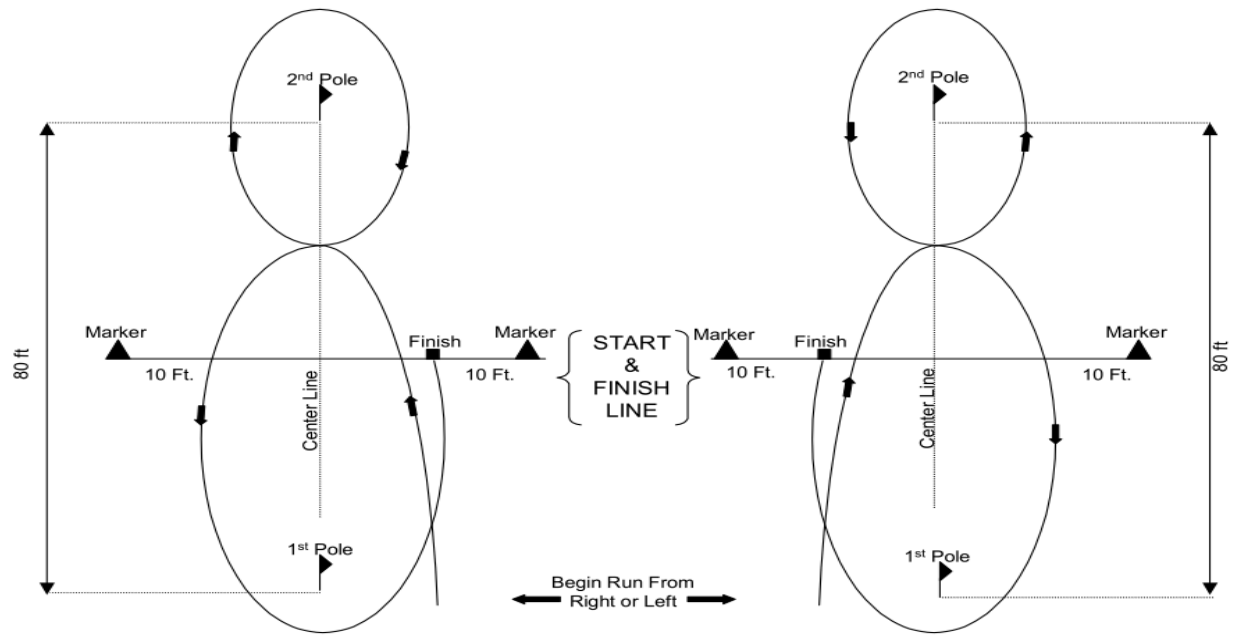


Stake Race

1. All Speed Events General Rules apply.
2. The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Start by crossing midline between the upright markers, run pattern as shown in diagram, and finish by again crossing center line. The contestant starts between the two center markers and runs a pattern around the two end poles. The first run may be either left or right, however, the second turn must be opposite of the first.
3. This is a timed event. If an upright marker is knocked down, there is no time.
4. Upright markers are set 40 feet on either side of the center line. Two upright markers will be placed on the starting line 20 feet apart (10 feet on each side of the mid-line). If an electric timer is used, it is suggested that rubber cones, short enough so as not to interfere with the timer, be used.
5. Contestants must cross start and finish line between the markers. Failure to do so shall result in disqualification.
6. All contestants are eligible to enter in Stake Race.

ACCEPTABLE STAKE RACE PATTERN





SADDLE TYPE DIVISION

General Rules

1. Conformation and Showmanship Rules, see page 8. No whips are permitted.
2. Non-trotting horses are eligible only for non-trotting halter, Saddle Type showmanship, non-trotting performance classes, speed events and open trail.

Appointments

All tack, bits, equipment, shoeing regulations and attire that are accepted in the respective breed association and/or USEF will be permitted.

Saddle Seat English Pleasure (Trotting)

1. Class will be judged on manners, suitability and performance of horse at the discretion of the judge. Conformation of the horse may be considered in situations of extremely close performance only.
2. Horses are shown at a flat walk, true two-beat trot, and correct canter with a three-beat cadence both ways of ring, with light contact being maintained with the horse's mouth. Extreme highly animated action is not desired.
3. Horses must back easily and stand quietly.
4. Judge has option to request any additional work.
5. Horses are to be reversed at a halt/walk.
6. Horses entering this class may not show in English Pleasure non-trotting or Saddle Seat Equitation non-trotting.

Saddle Seat Equitation (Trotting)

General Rules

1. Judges should note that the required equitation seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time.
2. Rider should convey the impression of effective and easy control. To show a horse well, rider should show him/herself to the best advantage. Ring generalship shall be taken into consideration by the judge. A complete picture of the whole is of major importance.
3. Riders will be judged on basic position in the saddle; position and use of hands, legs and seat; ability to control and show the horse and suitability of horse to rider.
4. Results, as shown by the performance of the horse, are not to be considered more important than the methods used by the rider to obtain those results.
5. Seat - Position of Hands, Legs and Feet:
 6. Basic Position: To obtain proper position, rider should place himself comfortably in the saddle and find his 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 ball of foot (not toe nor home) with even pressure on entire width of sole. Lower legs and feet should be kept reasonably close but not in contact with horse, except when applying aids.
 7. Position In Motion:
 - a. Walk: slight motion in saddle.
 - b. Trot: slight elevation in saddle posting; hips under body not mechanical up and down nor swinging forward and backward.
 - c. Canter: close seat; going with horse.
 8. Hands: Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show sympathy, adaptability and control. The height at which the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional, except that both hands shall be used, and reins must be picked up at one time. Bight of rein must fall on the offside of the horse.
9. Class Routine:
 - a. Each rider will individually perform a given pattern within a set time period. The pattern may be composed of any combination of maneuvers listed in the optional list of tests

below. Failure to execute or complete the pattern will not be disqualification but shall be scored accordingly. Scores must be posted on completion of the class.

- b. It is recommended that the pattern be posted one hour in advance.
- c. The judge will use the individual work scores to determine the top riders, which may be requested to perform additional individual work or rail work.
- d. Those selected riders (or all riders if the class is small) will be required to work on the rail to determine final placing.
- e. Riders selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. Any or all riders may be requested to perform additional work or tests.

10. Optional List of Tests for Saddle Seat Riders. Test may include but are not limited to the following:

- a. Pick up the reins (only in line up).
- b. Back for not more than eight steps.
- c. Circle at canter on the correct lead.
- d. Figure 8 at the trot, demonstrating the proper change of diagonals. The rider should be on the left diagonal when trotting in a clockwise direction and on the right diagonal when circling counterclockwise. On the left diagonal, the rider will be sitting on the saddle when the horse's left front leg is on the ground. The rider is on the right diagonal when he is sitting in the saddle when the horse's right leg is on the ground.
- e. Figure 8 at the canter on correct lead, demonstrating a simple change of leads. (A simple change of leads is one in which the horse is brought back into a halt/walk before being restarted in a canter on the opposite lead.) Figures should be started at the center of the two circles so that one change of leads is shown.
- f. Execute a serpentine at a trot and/or canter on the correct lead, demonstrating simple change of lead.
- g. Change leads down the center of the ring or on the rail, demonstrating simple change of lead.
- h. Change diagonals down the center of the ring or on the rail.
- i. Ride without stirrups for a brief period.

11. Horses entering this class may not show in English Pleasure non-trotting or Saddle Seat Equitation non-trotting.

Suggested Scoring: Scoring may be on a basis on 0-100 with 1/2-point increments acceptable, an approximate breakdown follows:

90-100: Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely and smoothly.

80-89: Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of pattern.

70-79: Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.

60-69: Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective equitation or commits two or three minor faults in the performance or appearance and position of exhibitor.

50-59: One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horses.

40-49: Two major faults or many minor faults in the performance or appearance and position of exhibitor.

30-39: Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance or appearance and position of exhibitor.

20-29: Exhibitor commits one or more severe faults in the performance or appearance and position of exhibitor but does complete the class and avoids disqualification.

Paso Pleasure

1. Horses are to be shown at a Paso Corto (the normal, easy, traveling gait), the Paso Largo (an extended, fast gait), and a walk in that sequence, then reverse and repeat. Horses are to go in a relaxed manner. Horses will be asked to back from line-up. Horses refusing to back will be disqualified. The class will be judged 25% on the performance at the Paso Corto, 25% on the performance at the Paso Largo, 10% on performance at the walk, and 40% on manners, conformation, attitude and way of going.
2. Tack and headgear for the horse may be of any variety that would be in good taste. Attire should follow Paso Fino Horse Association (PFHA) horse show rules for pleasure class attire. However, ASTM/SEI helmets are required.

Walking/Racking Pleasure

1. This class would include, but is not limited to, non-trotting breeds such as the Tennessee Walking Horse, Spotted Saddle Horse, and Racking Horse. Horses may be padded or flat shod. Padded Walking Horses and Racking Horses must be shown in accordance with their respective shoeing regulations. Metal hoof bands are permitted as long as they are placed at least ½ inch below the coronary band. EXCEPTION: Hoof bands are not allowed on lite shod horses. Chains are permitted on the Walking horse is padded and chains not to exceed 6 oz. Maximum shank length on bits is 9 ½ inches. Whips of 4 foot or less are allowed. Horses may be shown in either Saddle Seat or Western tack and attire, but attire must be appropriate for type tack used. Horses will be required to perform two gaits. Horses will enter the ring at a flat walk or slow rack and continue this gait until the entrance gate is closed. The performance gaits that shall be called for are the flat walk/slow rack and running walk/fast rack. Horses will be shown both directions.

2. Class will be judged on manners, suitability and performance of horse at the discretion of the judge. Conformation of the horse may be considered in situations of extremely close performance only.
3. Horses are shown with light contact being maintained with the horse's mouth.
4. Horses must back easily and stand quietly.
5. Judge has option to request any additional work.
6. Horses are to be reversed at a walk.
7. Form is not to be sacrificed for speed.

Saddle Type Equitation (Non-Trotting)

This class would include but is not limited to non-trotting breeds such as the Tennessee Walking Horse, Spotted Saddle Horse, Racking horse, Paso Fino, etc. All entries padded or unpadded can participate in this class.

Class Routine: Horses will be required to perform two gaits. Riders selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at least once around the ring at each gait, and on command, reverse and repeat.

Test will be performed individually and will include but are not limited to the following:

1. Pick up reins: A quick check on muscular control and sensitivity of hands.
2. Backing
3. Dismount and mount: To be done as quietly and gracefully as possible.
4. Group performance around ring: To check on maneuverability, ring generalship, etiquette and sportsmanship.
5. Individual performance on rail; any or all gaits and test may be required. See rider in motion from both front and rear at all gaits.
6. Ride without stirrups: Any or all gaits may be requested.
7. Perform a figure eight, serpentine or circles of various size and/or speed.

Rider's seat should be a natural, coordinated and comfortable riding position and should in no way be rigid or exaggerated. A rider should convey the impression of effective and easy control, with the general appearance of being able to ride for a considerable length of time with pleasure. Ring generalship shall be taken into consideration by the judge. The appearance, presentation and alertness of the rider and mount make the overall picture of utmost importance.

Mounting and Dismounting: To mount, take up reins in left-hand and place hand on withers. Grasp stirrup leather with right hand insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. Riders are advised to check their girth for security before mounting.

Hands: The hands should be held in any easy position; waist or elbow high, over pommel, with palms downward, slightly turned toward body, wrist rounded slightly. The hands should be in unison with the horse's mouth, showing adaptability as well as control. How and where the horse carries his head determines the height the hands are held above the horse's withers. Hands and wrists should be flexible and not held extremely separated. (From the rider's view, then hands should be in a V shape, close enough for thumbs to touch.) The fingers should be closed firmly over reins, but not rigid. Pressure between thumb and index fingers is used to secure. Closed (or crossed) reins shall be used, with both hands on the reins, and the bight of the rein should be on the offside. Upper arms should fall naturally from the shoulders toward the hipbones and should be flexible. Elbows should not clutch the body, be extended forward or spread away from the body. Hands should be in comfortable waist-level position, depending on how and where the horse carries its head. The use of hands should be smooth and gradual without jerking or pumping at any of the gaits, or in the parked position.

Basic Position: To obtain proper position, the rider should sit comfortably in the middle of the saddle and find the center of gravity by sitting with a slight bend at the knees without use of the stirrups. While in this position, have stirrup leathers adjusted to fit so that irons will be under ball of foot with even pressure on entire width of sole and center of iron. The foot position will be natural and comfortable if the knee and thigh are rolled inward and the heel is slightly lower than the toes. From the front or rear view, the lower leg will be held naturally away from the horse, depending on the anatomy of the rider and the size of the horse. Knee should rest against the saddle.

Position in Motion: The position in motion should be natural, coordinated and graceful, attained only with practice. From the side view a straight line can be drawn perpendicular to the ground through the rider's head, neck, shoulder, hip and ankle. The rider's toe should never be anymore forward than the knee, thereby keeping the center of balance directly above the feet and ankles. This basic recommended position should be maintained at all gaits.

Suggested Scoring: Scoring may be on a basis on 0-100 with 1/2-point increments acceptable, an approximate breakdown follows:

90-100: Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely and smoothly.

80-89: Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of pattern.

70-79: Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.

60-69: Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective equitation or commits two or three minor faults in the performance or appearance and position of exhibitor.

50-59: One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horses.

40-49: Two major faults or many minor faults in the performance or appearance and position of exhibitor.

30-39: Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance or appearance and position of exhibitor.

20-29: Exhibitor commits one or more severe faults in the performance or appearance and position of exhibitor but does complete the class and avoids disqualification.

HUNTER DIVISION

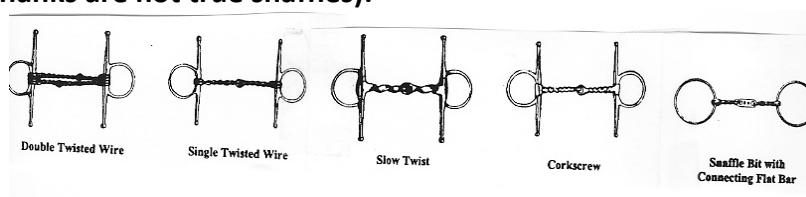
Each rider competing in OVER FENCES classes (of any height) must have a health form verifying physical fitness for participation. A medical professional must sign this form.

Appointments

PERSONAL: All riders are required to wear properly fitted ASTM/SEI approved headgear with a fastened chin harness the entire time the exhibitor is in the arena. ASTM/SEI helmets are required. It is the responsibility of the rider, or the parents, guardian or trainer of riders, to ensure compliance. Clothing must be neat, clean and appropriate for Hunter classes. Riders should wear coats of any tweed or melton (conservative wash jackets in season), breeches of traditional shades of buff, gray, rust, beige or canary (jodhpur included), high English boots or jodhpur boots. Dark blue, brown or black ASTM/SEI approved safety helmet and stock, tie or choker is required. Spurs of the unroweled type, crops or bats are optional. Hair must be neat and/or contained (as in net or braid). Gloves are preferred in equitation classes.

TACK: Clean English forward, hunting or dressage-type saddles. Saddles may have suede seat and/or suede inserts on the skirts. Snaffle, kimberwick, pelham (two reins) or full bridle, with a cavesson noseband, are required. Breast plates are optional. Standing martingales are optional in working hunter and equitation over fences. Standing or running martingales are optional in open jumping. Hackamores and boots or bandages are prohibited except in open jumping. Draw reins are prohibited in any class. Martingales are prohibited in under saddle (non-jumping) classes.

Examples of accepted Snaffle bits for Hunters (Rings may be Eggbutt, O-ring, D-ring, or Full Cheek. Bits with shanks are not true snaffles):



Hunter Walk-Trot

1. Horses will be shown at a walk and trot both directions of the ring, reverse at the walk, and back from the lineup.
2. Exhibitors may not enter any other performance class except other Walk-Trot classes including Cross Rails classes. They may enter showmanship and conformation classes.
3. This is a non-point class and is open to senior and junior riders.

Hunter Under Saddle

1. The class will be judged on the horse's way of going, manners and suitability. Conformation of the horse may be considered in extremely close competition only.
2. Horses enter the ring at a trot and are shown on the flat at a walk, trot and canter while maintaining light contact with the horse's mouth.
3. Horses must work both ways of the ring at all gaits to demonstrate their ability with different leads.
4. The judge may ask finalists to extend the trot and/or hand gallop but never more than a safe number of horses to gallop at one time.
5. Horses should back easily and stand quietly. The judge may ask that only the finalists be backed.
6. Large numbers in this class will necessitate elimination heats to accommodate all horses. Finalists from each heat will be called to the center of the arena and identified.
7. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.

Hunt Seat Equitation on The Flat

1. General: Hunt seat equitation on the flat is an evaluation based on the ability of a rider to perform various maneuvers in harmony with their horses. The communication between horse and rider should be subtle. The riders' equitation is judged on the riders and their effect on the horse.
2. **Riders will not be required to jump.**

Riders will ride on the rail. The judge may ask for testing during this phase. Typical tests include sitting trot, two-point position at walk, trot or canter, riding with no stirrups, counter canters, halting from trot or canter, changing direction at trot at canter, etc. Riders will be selected from the primary heats to return to a finals heat (if entry numbers warrant), where additional testing (either on the rail or individually in a pattern) may be required.

3. Basic Position:
 - a. To mount, take up the reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, rider

may either step down or slide down. The size of the rider must be taken into consideration.

- b. Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical. Hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side of the neck; however, it is more acceptable for the bight to fall on the offside. However, all reins must be picked up at the same time. The rider should maintain light contact with the horse's mouth at all times except when standing still.
- c. Reins: The rein of a snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of a pelham or full bridle should be held outside the little finger and curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand, pulled taut and adjusted to even pressure in both hands.
- d. The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation, heels down, calf of leg in contact with horse and slightly behind the girth. Iron should be on the ball of the foot, but may be under the toe, ball of foot or slightly behind ball of foot.
- e. Position in Motion:
 - i. The walk should be a 4-beat gait with the rider in a vertical position with a following hand.
 - ii. The posting trot: at left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal 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. The rider should close their hip angle to allow their torso to follow the horizontal motion of the horse. The upper body should be slightly in front of the vertical.
 - iii. The sitting trot and canter: At the sitting trot the upper body is only slightly in front of the vertical. At the canter the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.
 - iv. Two-point position: The pelvis should be forward, but relaxed, lifting the rider's weight off the horse's back and transferring the weight through the rider's legs. In this position the two points of contact between horse and rider are the rider's legs. Hand should be forward, up the neck, not resting on the neck.
 - v. Hand gallop: A three-beat, lengthened canter ridden in two-point position. The legs are on the horse's sides while the seat is held out of the saddle. When at the hand gallop, the rider's angulation will vary somewhat as the horse's stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

4. Tests include but are not limited to the following:
 - a. Execute a slow sitting trot, positing trot and/or extended trot.
 - b. Back.
 - c. Walk from a gallop with emphasis on hands.
 - d. Halt from a canter.
 - e. Dismount and mount.
 - f. Figure 8 at the trot, demonstrating the proper change of diagonals.
 - g. Figure 8 at the canter, demonstrating a simple change of leads (a simple change of leads in one in which the horse is brought back into a walk or trot before being restarted in a canter on the opposite lead). Figures of 8 should be started at the center of the two circles so one change of leads is shown.
 - h. Figure 8 at the canter on the correct leads, demonstrating a flying change of leads. (Change of leads with slowing down to a walk or trot).
 - i. Ride without stirrups.
 - j. Maintain a counter canter.
 - k. Demonstrate a half-turn on forehand and/or half-turn on the haunches.
5. The final riders will be required to work on the rail to determine final placings. Riders shall enter the ring at a walk in a counterclockwise direction. The riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. The riders may be requested to gallop in safe groups and/or perform additional tests. The reverse may be executed by turning either toward or away from the rail.

Hunter Over Fences Classes (Horse and Pony)

Each rider competing in any over fences (jumping) class must have a health form verifying physical fitness for participation. A medical professional must sign this form.

Each rider may enter only 1 working hunter over fences class. A rider that is excused from any jumping class may not enter the ring for open jumping.

1. Horses will be judged on performance, manners, hunting pace, style of jumping, way of moving and suitability for actual use in the hunting field.
2. All horses must be serviceably sound. Horses must be placed on performance before consideration for soundness. Finalists will be jogged in hand past the judge for soundness in order of performance. Any horse showing lameness, broken wind or impairment of vision shall be refused an award at the judge's discretion.
3. Each horse will individually negotiate a course consisting of at least eight jumps with a minimum of four obstacles. At least two changes of direction are recommended. The course

diagram must be posted one hour before the class is called. Judging will start when the horse enters the arena and ends when the horse leaves the arena.

4. Ponies must be measured by a State Show steward to confirm eligibility upon check in.
5. Maximum height of fences will be the following:
 - a. Sr. Hunter Horses – 2'6" to 2' 9"
 - b. Jr. Hunter Horses - 2' 6"
 - c. Pony Hunters - (14.2 hands and under) - 2'6" – Large; 2'3" – Medium; 2' – Small
 - d. Short Stirrup – 2' (May not enter other Over Fences classes – must be 4-H age 12 and under)
 - e. Long Stirrup Hunter – 2' to 2'3" (May not enter other Over Fences classes – for riders over age 12)
 - f. Cross Rails - 18" (Walk-Trot – can only cross-enter walk-trot flat classes as well – no cantering in any performance class)
 - g. Cross Rails – 18" (Walk-Trot-Canter – can only cross-enter walk-trot-canter flat classes - but cannot show in any other over fence classes except the cross rails equitation for W-T-C)
 - h. Trotting Rails – poles shall be laid on the ground [up to 3 poles separated by approximately 4 feet; a pile of 3 poles (2 on bottom, 1 on top in a triangular pile); or set in a very small raised pole, whereby one side of the pole is set on the foot of the standard and a second pole may be added and raised in the same manner at the other end to form a very small "X"].
6. Management must provide at least one practice jump. This jump should be in a warm-up ring or arena.
7. Jumps to be used in the jumping classes may be selected from the following list but will not be limited to this list:
 - a. Brush
 - b. Post and rail
 - c. In and out (post and rails should be spaced 20 feet - 20 -22 feet for small & medium ponies, 22 feet - 24 feet for large ponies and 24 feet - 26 feet apart for horses)
 - d. Gate
 - e. Chicken coop
 - f. Stone wall
 - g. Oxer (must be ascending it is recommended that the back element be 3 inches to 6 inches higher)
8. Faults:
 - a. An even hunting pace is required for a good performance. Excessive speed, breaking gaits, wrong leads, etc. will be penalized.

- b. Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.
 - c. Light touches are not to be considered in the jumping but may be recorded for reference in extremely close competition. Touching brush only on a brush jump is not to be scored as a touch.
 - d. When a horse makes two faults at an obstacle, only the major fault on the top element will be scored. Disobediences are accumulative and count in addition.
 - e. When an obstacle contains more than one jump, faults are scored on each jump.
 - f. In case of refusal or run-out on an obstacle that contains more than one jumping element (ie: in and out, combination), entry must re-jump all elements of the obstacle.
 - g. Three cumulative disobediences, a fall of horse and/or rider or going off course disqualifies the entry. Dismissed contestants will exit promptly.
9. The following point system may be used in scoring working hunters:
- a. Knockdowns: When a horse touches an obstacle, causing a rail of an adjoining panel or wing to fall, it shall not be construed as a knock-down.
 - i. With any part of horse's body behind the stifle 4 faults
 - ii. With any part of horse's body in front of stifle 8 faults
 - iii. Of standard or wing in jumping obstacle with any part of horse, rider or Equipment..... 8 faults
 - b. Disobediences:
 - i. 1st refusal, run-out, bolting on course, extra circle or showing an obstacle to a horse 8 faults
 - ii. 2nd refusal, run-out, bolting on course, extra circle or showing an obstacle to a horse 8 faults
 - iii. 3rd refusal, run-out, bolting on course, extra circle or showing an obstacle to a horse Elimination
 - iv. Jumping an obstacle before it is reset Elimination
 - v. Bolting from ring Elimination
 - vi. Failure to keep proper course Elimination
 - vii. Jumping an obstacle not included in course Elimination
 - c. Falls:
 - Horse and/or rider falling in competition Elimination
10. If any rider of any discipline should fall off, the horse must be led from the ring to exit. The rider may not remount, nor complete the rest of the class. The horse and rider will not be allowed to be placed or awarded prizes or to complete the class. (See General Rule #14)

Open Jumping

A rider that is excused from any jumping class may not enter the ring for open jumping.

1. Jumpers are scored and placed on a mathematical basis and penalty faults, which include disobedience, falls and knockdowns.
2. Horses and ponies will compete in the same class.
3. Each horse will individually negotiate a course consisting of at least four different obstacles and make a minimum of eight jumps. Refer to WORKING HUNTER OVER FENCES, number 6, for types of jumps. All courses will be posted and announced to all riders. All courses must include one vertical spread and one in and out.
4. Both a starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet beyond the last obstacle must be indicated by markers (at least 12 feet apart) at each end of the lines. Time shall be taken from the instant the horse's chest reaches the starting line until it reaches the finish line. Time shall be taken out while a knocked down jump is being replaced - that is, from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been replaced. It shall be the rider's responsibility to be ready to continue the course when the signal is given.
5. Class Procedure:
 - a. Class will be scored as written in Table II, section 2(b) of the USEF Rules for Jumpers.
 - b. The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round when the class is scored under this table. At management's discretion, each exhibitor may have the option of taking part in the jump-off at the completion of their round, or after all exhibitors have completed their first round.
 - c. All class entries will participate over the posted course.
 - d. Fence height to be maximum of 3'3".

6. Scoring: Jumpers are scored on penalties incurred between the starting line and finish line. A competitor, after receiving the signal to begin his/her round, is not being scored until crossing the starting line in the proper manner.
 - a. Penalty faults include disobediences, falls, knockdowns, touches and time penalties.
 - b. In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty or may retire.
 - c. If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle he will be penalized accordingly.
 - d. Failing to complete-A competitor failing to complete a particular round shall have the reason recorded as follows:
 - i. Withdrew (WD) or did not start (DNS) indicated that the competitor failed to enter the arena within one minute of being called. The time for entering the ring must be enforced by management. To prevent unfairness to an exhibitor, management may extend the time for entering the ring.
 - ii. Retired (RT) indicates the competitor voluntarily retired prior to completing the round.
 - iii. Eliminated (E or EL) indicates that during their round the competitor was eliminated by the judge for any of the various reasons indicated in these rules.
7. Time to Start: An exhibitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the allotted time, the time on course will start when the allotted time expires.
8. Use of Audible Signal: An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:
 - a. To give the signal to start
 - b. To stop a competitor in the event of an unforeseen incident
 - c. To interrupt the 45-second period which a rider has to begin the course in the event of an unforeseen incident
 - d. To indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal
 - e. To give the signal for a competitor to continue his/her round after an interruption
 - f. To indicate by repeated and prolonged ringing that the exhibitor has been eliminated

9. Timing

- a. Starting and Stopping time is taken from the instant the horse's chest reaches the start line, or upon the expiration of 45 seconds following the sounding of the audible tone, until it reaches the finish line. The judge has the right to interrupt the 45-second countdown if unforeseen circumstances occur. Disobediences, falls, etc., occurring between the signal to start and the moment the competitor crosses the starting line in the correct direction are not penalized.
- b. Time out-If as a result of a disobedience a competitor knocks down or dislodges an obstacle or a flag marking the limits of an obstacle, the clock is stopped immediately and remains stopped while the obstacle or flag marking the limits of an obstacle is rebuilt. Regardless of which fence on the course this occurs at, a penalty of four seconds will be added to the time the horse takes to complete the course.
- c. Time out at combinations-If a competitor knocks down or dislodges one of the parts of a combination or a flag marking the limits of an obstacle, and then refuses or runs out at the next park without knocking it down, the clock is stopped as for a knockdown resulting from a disobedience. Regardless of which fence on the course this occurs at, and for each time it occurs on the course, a penalty of four seconds will be added to the time the horse takes to complete the course. Elements knocked down preventing a horse from jumping the next obstacle must be removed.
- d. Time Faults-One (1) time fault will be charged for each commenced second by which the time allowed is exceeded in any class for which time is a factor in scoring.
- e. Exceeding the time limit-Any competitor whose time including penalty seconds which might have been assessed for time-out(s), as described above, exceeds the time limit is eliminated. The time limit is defined as double the time allowed.

10. Disobediences:

- a. Refusal: Stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or displaces it, is penalized as a disobedience. Stopping at an obstacle without knocking it down and without backing, followed immediately by jumping from a standstill, is not penalized. However, if the halt continues, or if the horse backs even a single step or circles to retake the course, a refusal is incurred.
- b. Run-out: Evading or passing the obstacle to be jumped or the finish line or jumping an obstacle outside its limiting markers is penalized as a disobedience.
- c. Resuming the Course: After a run-out or refusal, the competitor must, before proceeding on course, re-jump the obstacle at which the disobedience occurred or be eliminated. If the flag, standard, wing, or obstacle has not been reset when the competitor is ready to jump, he/she must await the signal to start or be eliminated.
- d. Loss of Forward Movement: Halting or stepping backward after crossing the start line will be penalized as a disobedience.
- e. Circling on Course: Any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles (start and finish included), or stops advancing toward or turns at least 180 degrees away from the next fence, or finish

line, except to retake an obstacle after a disobedience, is considered a disobedience. This is a judgment call.

11. Falls:

- a. The first fall of horse or rider results in elimination.
- b. A rider is considered to have fallen when he/she is separated from this horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- c. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.
- d. A courtesy fence is not permitted following the fall of the horse or rider.
- e. If any rider of any discipline should fall off, the horse must be led from the ring to exit. The rider may not remount, nor complete the rest of the class. The horse and rider will not be allowed to be placed or awarded prizes or to complete the class.
(See General Rule #14)

12. Knockdowns: An obstacle is considered knocked down when in jumping an obstacle, a horse or rider by contact:

- a. Changes any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle, OR
- b. Moves any part thereof which establishes the height of the obstacle so that it rests on a different support from the one on which it was originally placed.

13. Off Course: A competitor is considered off course when he deviates from the course as shown by the diagram and jumps an obstacle prior to rectifying the deviation.

14. Table of Jumping Faults

- a. Knockdown of obstacle or standard with any portion of the horse, rider or equipment, when jumping an obstacle..... 4 faults
- b. Knockdown of automatic timing equipment, other designated markers on start and finish lines, or flags standing alone marking the limits of banks, ditches and water jumps4 faults
- c. First disobedience (anywhere on course)4 faults
- d. Second cumulative disobedience (anywhere on course) Elimination
- e. Exceeding time allowed (for each second overtime allowed) 1 Fault
- f. A horse resisting for 45 seconds, taking more than 45 seconds to jump the first obstacle after the time of the round has begun, or taking more than 45 seconds to jump the next obstacle on course.....Elimination
- g. Fall of the horse and/or rider..... Elimination

- h. Jumping obstacle before it is reset or without waiting for signal to proceedElimination
- i. Starting before judge's audible signal to precede.....Elimination
- j. Jumping an obstacle before crossing the start line unless said obstacle is designated as a practice obstacle or after crossing the finish line, whether forming part of the course or not.....Elimination
- k. Off course.....Elimination
- l. Leaving the enclosure of a closed obstacle incorrectly.....Elimination
- m. Rider and/or horse leaving the arena before finishing the course.....Elimination
- n. Any competitor at the end of his/her round who does not leave the arena through the designated gate.....Elimination
- o. Actions against a horse deemed excessive (for example: excessive use of whip or spurs at any time within the arena)Elimination

Equitation Over Fences

Each rider may enter only 1 equitation over fences class.

1. The rider's performance and skills over fences are being judged in this class. Rider's basic position in the saddle; position and use of hands, legs and feet; ability to control and show the horse and suitability of horse to rider are important; but rider's skills and execution must be considered.
2. Each rider shall perform a pattern consisting of at least six jumps. The following will result in elimination: fall of horse and/or rider; three cumulative refusals, and/or off course.
3. Maximum fence height shall correspond to those listed in Hunter Over Fences rules.
Position: Same as Equitation on the Flat.
4. The judge will score each rider on his or her individual skills and execution of the pattern.
5. The final riders may be required to work on the rail to determine the final placing.

Medal Equitation on The Flat

1. Only those riders who earned a 1st through 5th place award in their respective Equitation on The Flat class (junior or senior) are eligible to ride in this non-point class. This class will not qualify the exhibitor for the Southern Regional Championship Show.
2. If you choose to ride in this class, you must pay a separate entry fee at the show office prior to participation in the event.

3. All rules for Equitation on The Flat apply.
4. A different (often more challenging) pattern will be utilized for the Medal Equitation Class.

DRESSAGE

Appointments

Personal: All riders are required to wear a properly fitted ASTM/SEI approved equestrian protective helmet (ASTM/SEI helmets are required) with a fastened chin harness. Riders should wear a short riding coat of conservative color, with tie, choker or stock tie, breeches or jodhpurs, boots or jodhpur boots. Gloves are preferred, but not required.

Tack: Any English type saddle (dressage, forward seat, flat or cut-back) may be used. A plain snaffle bridle and a regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped noseband attachment), crescent noseband or a crossed noseband is required. The noseband must be made entirely of leather or leather-like material.

A padded noseband is allowed. A snaffle bit with a smooth mouthpiece with a solid surface is required. Twisted wire and roller bits are prohibited. A bushing or coupling is permitted as the center link in a double-jointed snaffle; however, the surface of the center piece must be solid with no moveable parts. The mouthpiece of a snaffle may be shaped in a slight curve, but ported snaffles are prohibited. Bits may be made with rubber, plastic or leather covering, but the bit may not be modified by adding latex or other materials.

Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, tongue tied down, etc.), any kind of boots (including “easy-boots”) or bandages (including tail bandages) and any form of blinkers, ear muffs or plugs, nose covers, seat covers, hoods are prohibited. Polo wraps and braiding of the horse’s mane and tail is permitted.

Spurs are optional and the shank may be either curved or straight. Straight shanks must point directly back from the center of the spur. Curved shanks must point downward. A dressage whip, no longer than 43.3” including lash, may be carried by the rider when mounted.

Execution and Judging of Tests

1. The purpose is to test the rider and horse on the basic principles of dressage competition. The object of dressage competition is the harmonious development of the physique and ability of the horse making it calm, supple, loose and flexible, confident, attentive and keen, thus achieving perfect understanding with its rider. See the USEF Rulebook (www.usef.org) for further explanations of the general principals of dressage competition and the correct gaits and movements.
2. The dressage test used will be selected annually and the most currently available USEF/USDF tests will be utilized.
3. Arena size may be either 20m X 40m or 20m X 60m. It is recommended that the 20m x 60m will be used for the Training and higher-level tests.

4. Approximately 5 to 7 minutes will be allowed for each test. The specific time limit will be based on the test selected.
5. A competitor who does not enter the arena within 45 seconds after the entry bell or whistle is sounded for his ride shall be eliminated.
6. Tests may be called during the competition. If tests are announced it is the responsibility of the competitor to arrange for a person to announce the test. Lateness and errors in announcing the ride will not relieve the rider from "error penalties". Announcing the test is limited to reading the movement as it is written once only. However, the repetition of reading of a movement is acceptable if there is reason to doubt that the rider heard the original call.
7. The use of the voice in any way or clicking the tongue is a serious fault involving the deduction of at least two marks from those that would otherwise have been awarded for the movement where this occurred.
8. When a competitor makes an "error of the course" (takes the wrong turn, omits a movement, etc.) the judge warns him by sounding the bell or whistle. The judge shows him, if necessary, the point at which he must take up the test again and the next movement to be executed then leaves him to continue by himself.
9. The score for each movement should first establish the fact of whether the movement is performed insufficiently (4 or below) or sufficiently (5 or above). The scoring scale is:

10- Excellent	4- Insufficient
9- Very Good	3- Fairly Bad
8- Good	2- Bad
7- Fairly Good	1- Very Bad
6- Satisfactory	0- Not executed
5- Sufficient	
10. If during the test (between the time of entry and the time of exit at A) the horse leaves the arena (all four feet outside the fence or line marking the arena perimeter) the competitor is eliminated.
11. Resistance of the horse, which prevents continuation of the test for longer than 20 seconds, results in elimination.
12. In case of ties the competitor with the highest marks received under Collective Marks shall be declared the winner. When the scores for Collective Marks tie, the judge may be required to decide on the winner after review of both score sheets.

13. After the awards for a class have been presented, the judges' score sheet will be given to the competitor.
14. In most cases, it is acceptable for a competitor to enter and work in the perimeter area surrounding the arena (not within the arena itself) immediately prior to their ride and after the final salute of the previous competitor.
15. If any rider of any discipline should fall off, the horse must be led from the ring to exit. The rider may not remount, nor complete the rest of the class. The horse and rider will not be allowed to be placed or awarded prizes or to complete the class. (See General Rule #14)

VERSATILITY CLASSES

Due to the speed event portion, each rider competing in Versatility classes must have a health form verifying physical fitness for participation. A medical professional must sign this form.

1. Separate classes for Junior and Senior members will be held.
2. One exhibitor will show the same horse or pony in the following classes: Hunter Under Saddle, Western Pleasure, Horsemanship/Equitation, and speed event – either Texas Barrels or Keyhole Race.
3. Each class above will be run according to rules governing the individual class.
4. Horse must be capable of performing required gaits: walk, trot/jog, canter/lope.
5. All horses and riders will remain in the arena for the entire class. Horses and riders will not be permitted to leave the arena between events or before the class is dismissed. Failure to follow this policy will result in disqualification from the versatility class.
6. Two grooms per horse will be allowed in the ring at designated time between classes. The function of the groom is to assist the rider in changing tack and attire. Use of wheelbarrows or motorized vehicles during tack changes is prohibited. Grooms will not be allowed in the arena during the judging of the event and may only enter the arena when so designated by the announcer per their instructions. At the announcer's direction, the grooms will first be lined up down the middle of the ring at the cones. At the specified time, grooms may WALK to their respective exhibitor.
7. There is a 5-minute limit for each tack and attire change. Failure to complete the tack and attire changes within the time limit will result in disqualification from the class.
8. Tack and attire must appear to be in accordance with the rules of the event for individual class rules. (May put western chaps or jeans over hunt boots or jodhpurs with straps over western boots.) Headgear rules must also be in accordance with class rules. (Ex. Helmets for Hunter and Speed Events classes.)
9. A fall by a horse or rider will result in disqualification from the Versatility Class and the horse and rider will be excused from the ring.
10. Anything resulting in a no-score or no-time from any one event will result in 0 points or no placement in that event but will not eliminate the entry from placement in other events in the class.

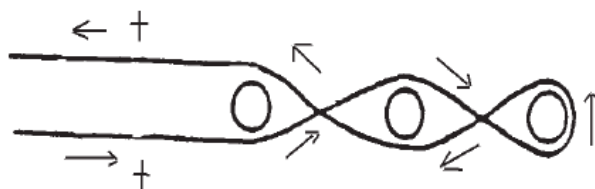
11. Points will be awarded for the first six places in each of the four classes. Each class counts equally toward the overall placement. The rider with the highest cumulative score from the 4 classes will be the winner.

12. The Versatility Class is not a regional qualifying class.

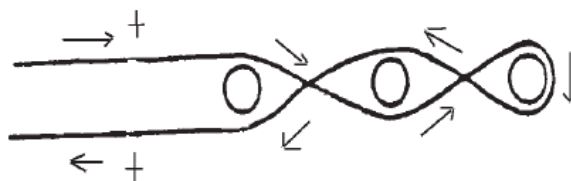
13. Rules for Texas Barrels:

1. Three barrels are placed in a straight line, 60 feet apart, the first barrel being 30 feet from the timing line, which is 30 feet wide. Measurements are to the center of barrels.
2. The exhibitor shall cross the timing line, pass the first barrel on either side, pass succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner to cross the timing line.
3. Knocking over a barrel shall carry a 5-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands.
4. The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced by 5 feet between each barrel until the pattern fits the arena. At least 60 feet are required for a stopping area.
5. The Texas barrels pattern is as follows:

Go through timing line, pass first barrel on either side, pass the succeeding barrels on alternate sides, turn around last barrel, pass remaining barrels on alternate sides, go through timing line.



Left turn around end barrel

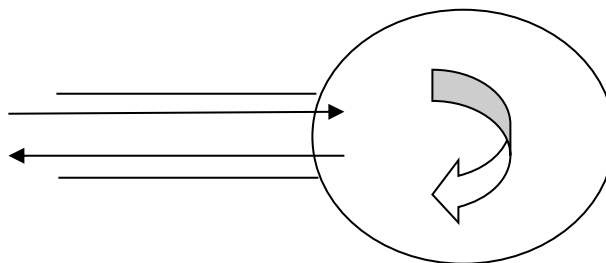


Right turn around end barrel

14. Rules for Keyhole Race:

1. A keyhole shaped pattern is drawn in the arena, normally with lime or flour.
2. There is 80 feet from the in gate to the timing line.
3. There is 100 feet from the timing line to the center of the keyhole.
4. The keyhole entrance is 4' wide and 10' long connected to a 20' wide in diameter circle.
5. The pattern begins as the horse/rider cross the timing line. The pair enters the keyhole, and once all 4 of the horse's feet are inside the circle, the rider turns the horse 180° in either direction without stepping on or out of the keyhole and exiting through the same path. The pattern ends as the pair passes the timing line for the 2nd time.
6. If the horse steps on or out of the marker boundary, the competitor is eliminated from this phase of the competition (but is still eligible for overall Versatility placings).
7. Stepping on or outside any of the marked lines of the keyhole or failure of the equine to have all four feet inside the circle before the turn to the finish line will be disqualified.
8. In addition to the timers and the official judge, watchers must be stationed on either side of the keyhole to observe the feet of the equine and to restore lines which may be broken or obliterated. Judges can use a whistle or flag to signal when the course is ready or a rider disqualified.
9. The horse must enter and exit the keyhole through the neck. Failure to do so warrants disqualification.

The Keyhole Pattern:



Pass through the timing line. Enter through the neck of the Keyhole. Once all of the horse's feet are within the circle, turn 180° in EITHER direction. Exit back through the neck of the Keyhole. Pass back through the timing line.

RANCH HORSE DIVISION

This division is to reflect the versatility, attitude, and movement of a working horse. The classes offered are ranch ground handling, ranch riding, and ranch trail and are intended to simulate a horse riding outside the confines of an arena and that of a working horse. Light contact and forward motion are encouraged in these events. Typically, horses in this division are shown without pulled manes and in unembellished tack.

PERSONAL: Clothing should be clean and neat. Shirts with a collar and long sleeves are required along with Western boots.

TACK: Western saddles will be used. A mechanical hackamore or other bridles can be used. However, the judge or appointed equipment official may prohibit the use of bits or equipment considered to be severe. Nose bands and tie-downs are not permitted.

Ranch Reining

The ranch reining class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns or other approved patterns by the show management and judge. Attire rules follow other judged western events.

CREDITS AND PENALTIES.

All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instill fear or praise, etc.

To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting a pleasing to watch.

PENALTIES:

One-half (1/2) Penalties: Starting a circle or exiting a roll-back at a fog for up to two (2) strides; delayed change of lead by one stride where the lead change is required by the pattern description; failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll-back; over-spin or under-spin up to 1/8 turn.

1 Point Penalties: Out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn. Slip-ping rein.

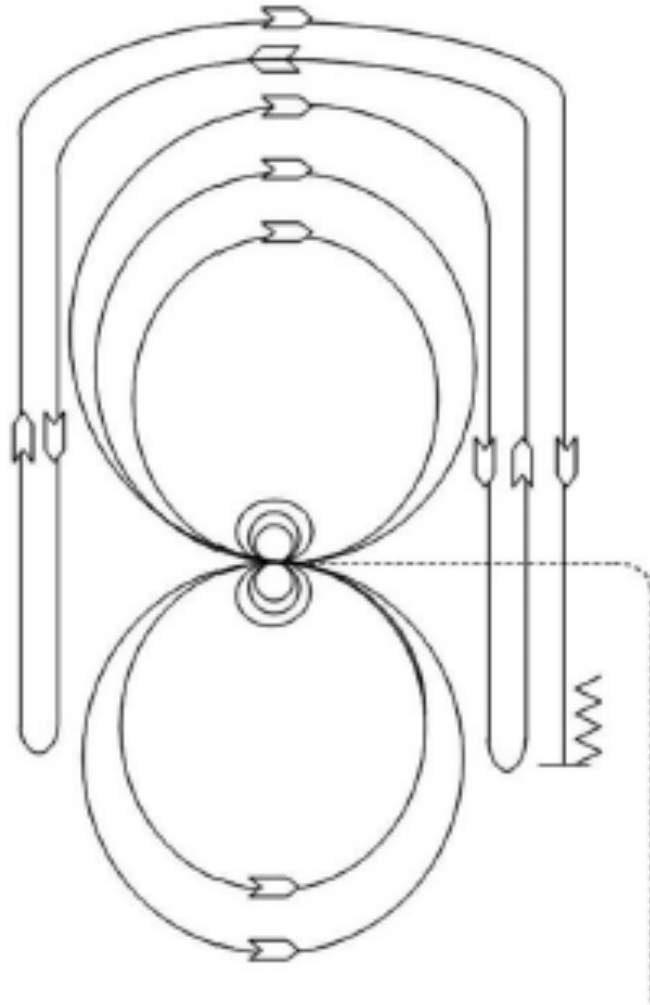
2 Point Penalties: Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to the first marker on run-in patterns; failure to completely pass the specified marker before initiating a stop position.

5 Point Penalties: Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise; use of two hands per maneuver; more than one finger between split reins or any fingers between romal reins per maneuver (except two rein).

Off-Pattern: breaking pattern; inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.); leaving arena before pattern is complete; repeated blatant disobedience; fall of horse/rider (run ends and credit will be given for work done). Exhibitors cannot place above others who complete the pattern correctly.

Disqualification: Lameness; abuse; illegal equipment; disrespect or misconduct; improper western attire.

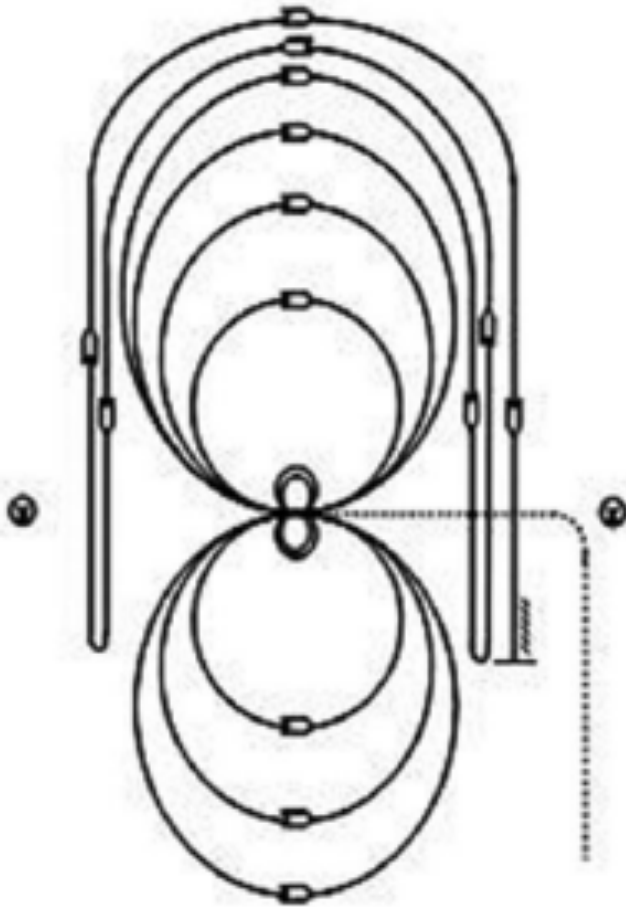
Ranch Reining Pattern 1



Mandatory Markers: The judge shall indicate with markers on arena fence the center of the pattern. Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

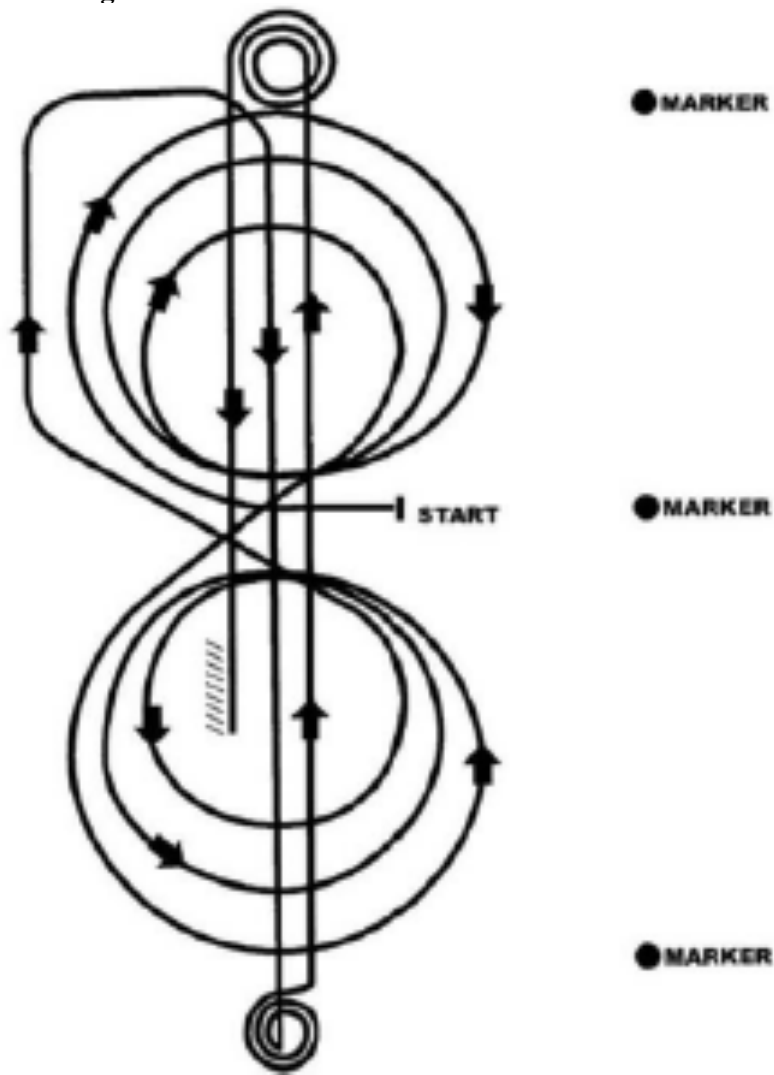
Ranch Reining Pattern 2



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

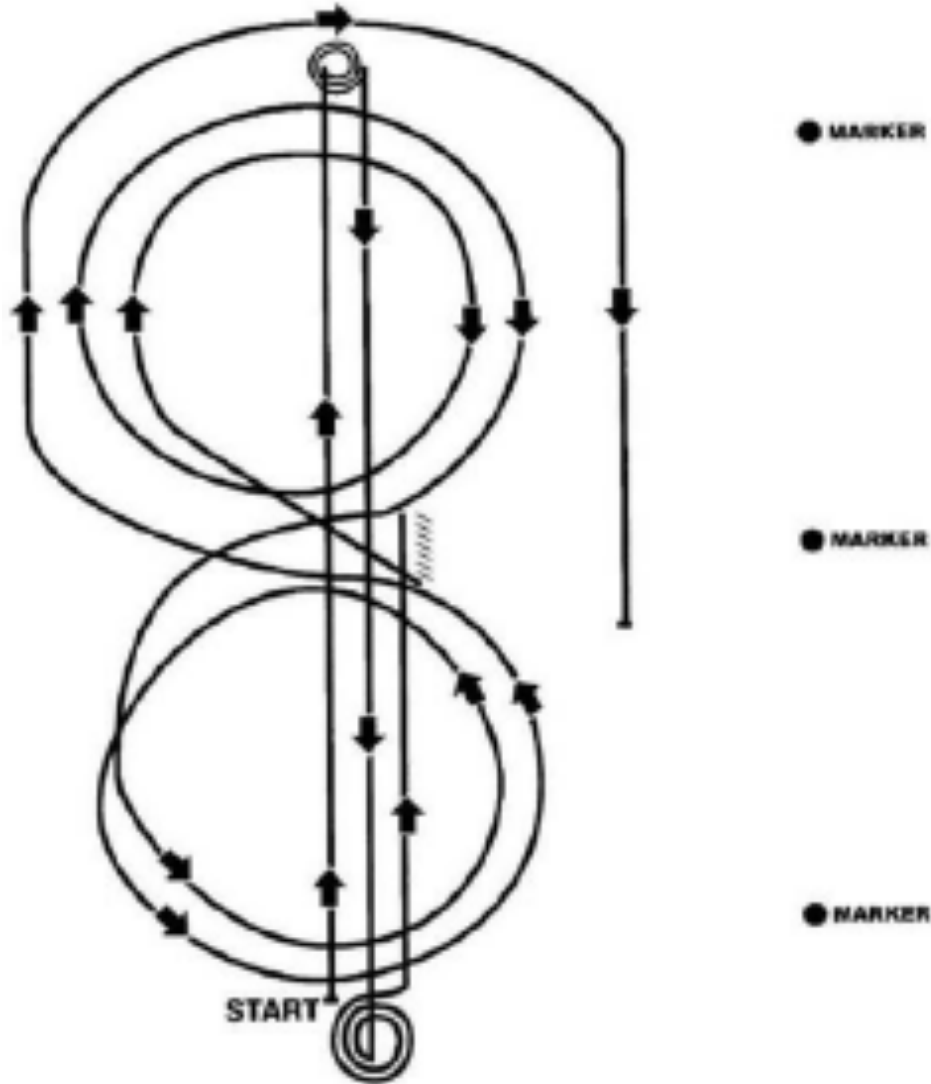
Ranch Reining Pattern 3



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop
10. Back at least 10 feet in a straight line

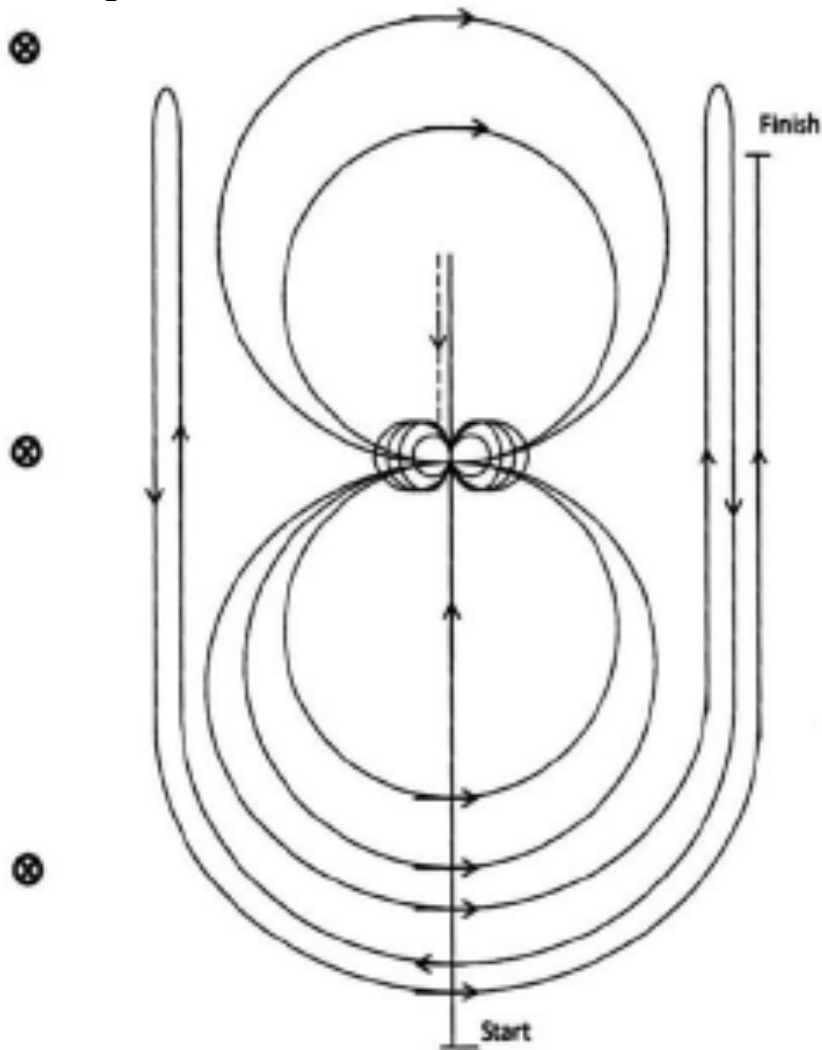
Ranch Reining Pattern 4



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

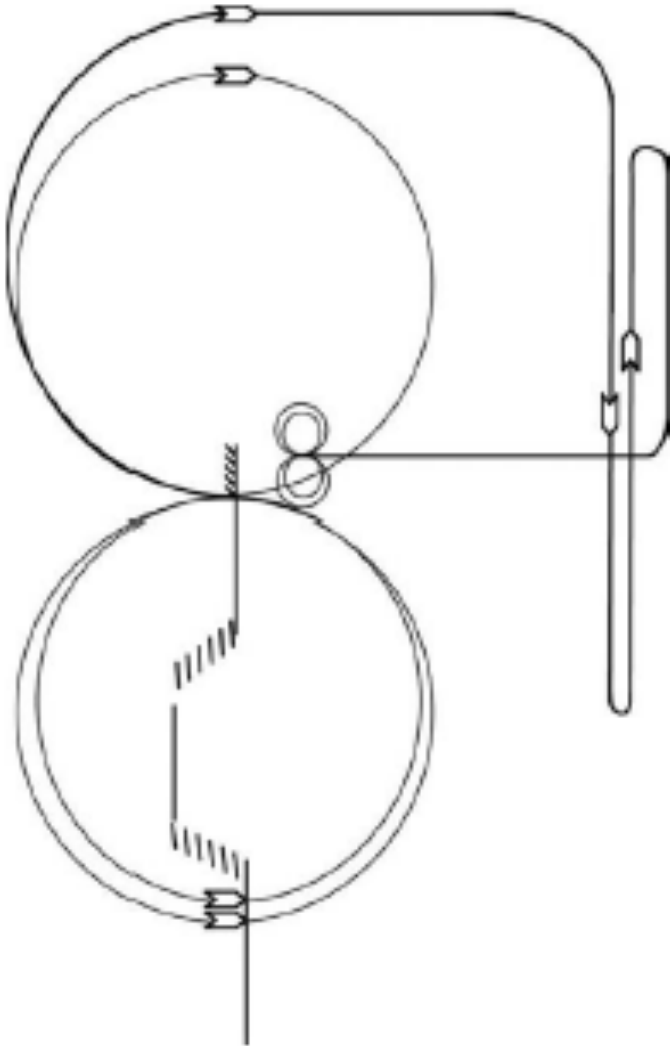
Ranch Reining Pattern 5



Mandatory Markers along Fence or Wall. The judge shall indicate the area for the pattern with six markers on arena fence. Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins.
3. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

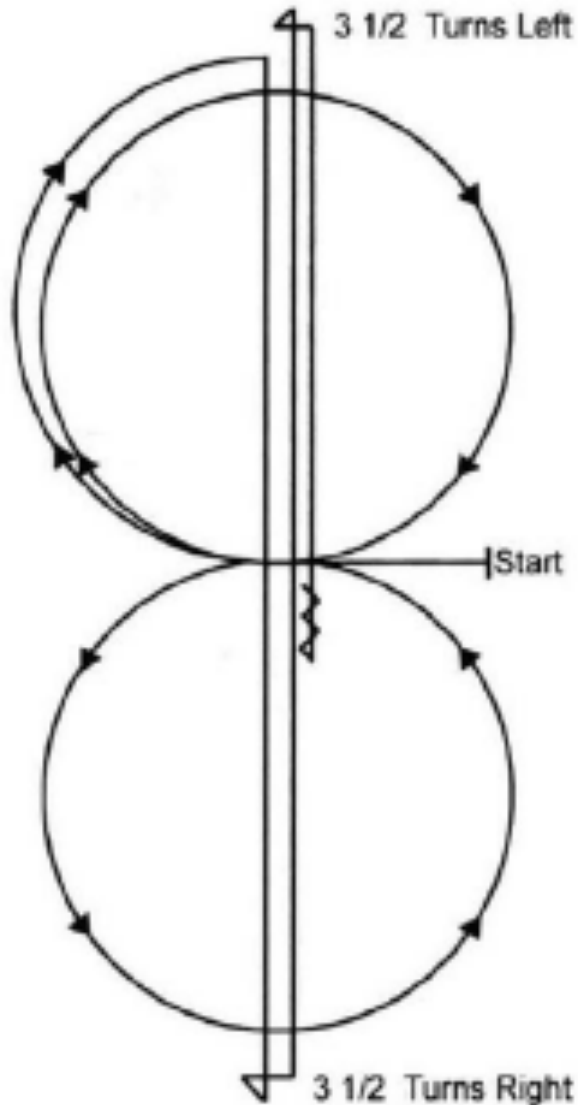
Ranch Reining Pattern 6



Ride pattern as follows:

1. Enter arena at sitting trot
2. Two-track left, trot straight, then two-track right [Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an extended trot
4. Stop and back; make left 90 degree pivot
5. Begin on right lead and lope one fast circle
6. Change leads; lope two fast circles to left
7. Change leads; lope, beginning a second right circle
8. Continue circle to wall and lope down wall
9. Make left roll back using wall as assistance
10. Lope straight down wall; Make right roll back using wall as assistance
11. Lope to middle of arena; stop
12. Make two spins each direction
13. Exit arena at a trot

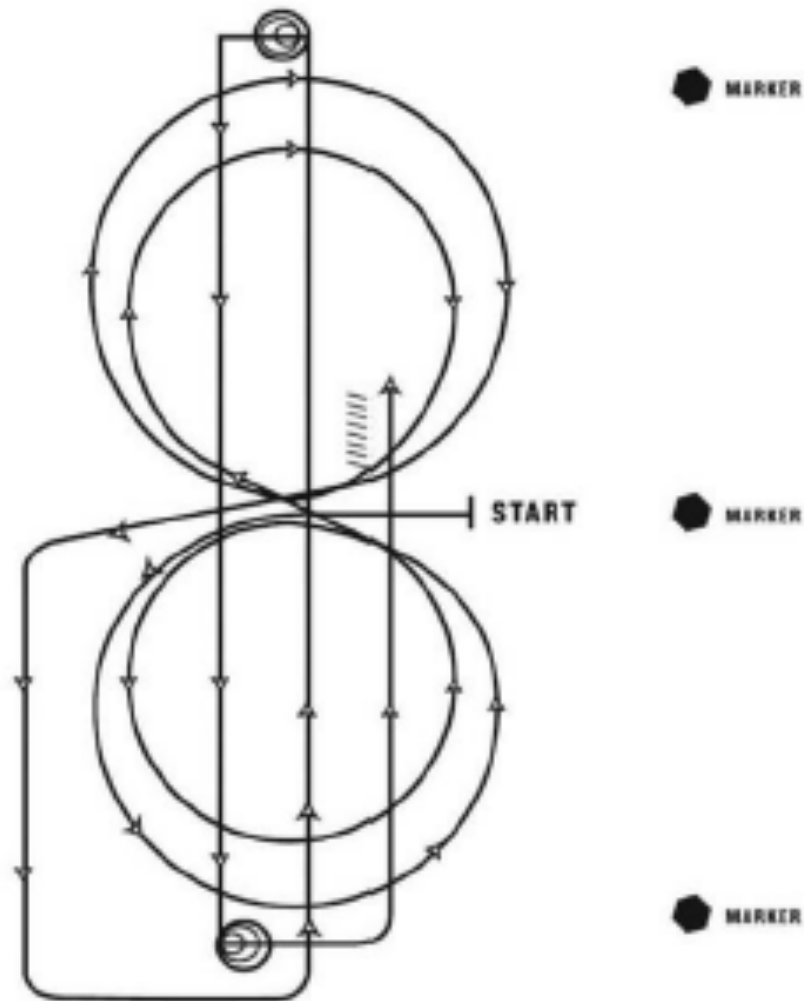
\Ranch Reining Pattern 7



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

Ranch Reining Pattern 8



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right.
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left.
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right.
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.

Ranch Ground Handling

1. This class tests the handler's ability to communicate with the horse from the ground by judging a series of maneuvers that require the horse to yield to pressure – forward, backward, and laterally. Maneuvers are selected to be realistic in their application to everyday training. Exhibitor movements should be workmanlike and efficient and the horse should be obedient and cooperative. Evaluating safe and effective ground handling will take priority to the quality of attire or tack.
2. Each exhibitor will perform a pattern that will consist of no less than seven (7) of the maneuvers listed below. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted).
 - a. Square horse for inspection; judge will only walk in front of the horse.
 - b. Lead the horse at a walk, jog/trot (or favorite gait for gaited horses only), or back in a straight or curved* line, or a combination of straight and curved* lines.
 - c. Extension of walk or trot.
 - d. Stop
 - e. Answer questions from the judge
 - f. Pivots, moving the forehand up to 270°
 - g. Move the hindquarters, up to 270° (turn on forehand)
 - h. Step away from the horse to the end of the lead while horse remains still
 - i. Lower the horse's head (pulling down on the lead or pressure on the poll)
 - j. Demonstrate a sidepass
 - k. Back the horse while handler remains stationary
 - l. Send horse in a circle (either direction), around a marker, or over a pole.(*Curve = any non-straight line including, but not limited to: any change of direction from gradual turns to distinct turns, circles or portions of circles, or multiple curves to create a shape.)
3. Poles, barrels, and cones may be used as markers to define maneuver locations and/or perimeters. However, the pattern should not take on the appearance of an "In-hand Trail" class. Hitting/touching/moving these objects will not be scored as penalties, but taken into account when scoring the handler's abilities.
4. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted). Exhibitors may touch the horse to initiate any lateral movement and when asked to lower the horse's head. The judge will recognize added degree of difficulty of not touching the horse and this will be reflected in the maneuver score.

5. Scoring will be on the basis of 0 to 100 with 70 denoting an average performance. Judges will assess each maneuver on a scale from -1 ½ to +1 ½ with ½ point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.
6. Penalties
 - a. One-half (½) point
 - i. Break of gait (walk or trot) up to 1 full stride
 - b. One (1) point
 - i. Touching horse other than when allowed. It is acceptable to touch the horse to sidepass, move the hindquarters, and lower the head.
 - c. Two (2) points
 - i. Freeze up: complete loss of forward, backward or lateral movement within a maneuver
 - ii. Break of gait (walk or trot) for more than 1 full stride
 - iii. Use of hand on halter in any manner
 - iv. Touching horse with lead (first offense)
 - v. Incorrect or incomplete answer to the judge's question
 - vi. Artificial or overdone showing
 - d. Five (5) points
 - i. Inappropriate body condition score: Clearly below a 4 or clearly above a 7
 - ii. Balking, continued spooking, kicking, biting, rearing, striking
 - iii. Failure to complete a maneuver
 - iv. Leaving out a maneuver
 - v. Touching horse with end of lead (second offense)
 - e. Zero (0) score
 - i. Consistent Lameness
 - ii. Illegal attire
 - iii. Illegal tack
 - iv. Abuse

Ranch Riding

1. Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving.
2. Class consists of pattern work, which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition.

3. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will not be given extra credit.
4. Tack and Equipment: Ranch work equipment and attire is recommended but show equipment and attire will not be penalized. Roping reins or reins with romal are permitted.
5. Use of hands: Only one hand may be used on reins and hands must not be changed. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
6. There will be one pattern, which will be used for all shows. The class may be conducted inside or outside of an arena. Markers shall be setup to designate where gait changes should occur.
7. To break ties or to resolve close placings, the judge, at his/her discretion, may require designated contestants to work on the rail or repeat any portion of the pattern.
8. Part of the evaluation of this class is on smoothness of transitions. All transitions should be smooth without undue exaggeration or resistance from the horse.
9. Description of Ideal Gaits – The ideal ranch riding horse will have a natural head carriage at each gait – neither too high nor too low.
 - a. Walk – The walk should be straight, square, flat footed, relaxed with the horse moving out freely and looking ahead
 - b. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots that are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.
 - c. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance.
 - d. Natural Gait and Extended Natural Gait – Non-trotting horses should perform their natural gait where a trot is indicated and show a distinctive difference in speed of

that gait where an extended trot is asked. The natural gait should be smooth and appear effortless for riding long distances.

- e. Lope – This gait should be a three-beat gait that is cadenced, straight and steady and is comfortable to ride over long distances. Excessively slow or 4 beat lope should be penalized.
- f. Extended Lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.
- g. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.
- h. Reverse – A horse should turn briskly and flat with front feet, while holding an inside rear pivot foot.
- i. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.

10. There are a series of maneuvers worth 10 points each. Point ranges are defined as follows:

- a. 10 points – Excellent performance. High quality mover.
- b. 8-9 points – Above average performance. High quality mover.
- c. 7 points – Average performance
- d. 6 points – Below average performance, minor error, i.e. not performing gaits at designated marker, lack of control, break of walk/trot for 1-2 strides.
- e. 4-5 points – Major error, i.e. break of walk/trot for more than 2 strides, missed but corrected lead.
- f. 1-3 points – Major disobedience, i.e. bucking, kicking out, wrong lead not corrected.
- g. Disqualification:
 - i. Off pattern.
 - ii. Touching horse with free hand.
 - iii. Illegal equipment.
 - iv. Equipment failure that delays completion of pattern.
 - v. Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins.

Ranch Trail

1. This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.
2. Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.
3. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.
4. At least two or three obstacles will be designated as tiebreakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tiebreaker.
5. Tack and Equipment:
 - a. Ranch work equipment and attire is recommended but show equipment and attire will not be penalized.
 - b. Wearing gloves, leather or fabric, is optional. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
 - c. Roping reins or reins with romal are permitted but must be used with a snap attachment if a ground tie is in the course.
6. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.

7. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.
8. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.
9. No additional credit will be given for unnecessary/additional maneuvers (such as side passing to and from an obstacle).
10. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.
 - a. A rider will lose 15 points if an obstacle is attempted and not completed.
 - b. The maximum points a rider can lose on any one attempted obstacle is 15 points.
11. A rider may elect to skip an obstacle without disqualification. He/she may do so with the judge assigning a 20-point penalty.
12. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
 - a. One-half (½) Point
 - i. Each tick of log, pole, cone, plant, or any component of the obstacle.
 - b. One (1) Point
 - i. Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.
 - ii. Incorrect or break of gait at walk or jog for two strides or less.
 - iii. Both front or hind feet in a single-strided slot or space at a walk or jog.

- iv. Skipping over or failing to step into required space. With the nature of the uneven/random spacing of some step-overs, if the horse can navigate the obstacle cleanly without stepping into every little space, that is fine. I.e., not every space in a step-over is a “required” space.
 - v. Split pole in lope over.
 - vi. Incorrect number of strides, if specified
 - vii. Each step, up to three steps, moved during ground tie or picking up hooves.
- c. Three (3) Points
- i. Incorrect or break of gait at walk or jog for more than 2 strides.
 - ii. Out of lead or break of gait at lope (except when correcting an incorrect lead).
 - iii. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
 - iv. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot.
- d. Five (5) Points
- i. Dropping slicker, log rope, or object required to be carried on course.
 - ii. Dropping lariat anywhere on course other than after completion of roping obstacle.
 - iii. Each refusal, balk, or evading an obstacle by shying or backing.
 - iv. Use of either hand to instill fear or praise.\
 - v. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
 - vi. Blatant disobedience (including kicking out, bucking, rearing, striking).
 - vii. Moving more than 3 steps during ground tie or picking up hooves. (Note: “Holding the saddle with either hand” is a 5-point penalty in Western Trail but is not a penalty in Ranch Versatility Trail.)
- e. One (1) to Five (5) Points
- i. Faults, which occur on the line of travel between obstacles, are scored according to severity:
 - 1. Head carried too high
 - 2. Head carried too low (tip of ear below the withers)
 - 3. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical

4. Excessive nosing out
 5. Opening mouth excessively
- f. Fifteen (15) points
- i. Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
 - ii. Excessively or repeatedly touching the horse on the neck to lower the head.
 - iii. Failure to ever demonstrate correct gait between obstacles as designated.
 - iv. Failure to complete an obstacle once attempted.
 - v. Maximum number of points that can be lost on any one attempted obstacle.
- g. Twenty (20) points
- i. No attempt to work an obstacle.
- h. Disqualified 0 – Score
- i. Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
 - ii. Performing the obstacle incorrectly or other than in specified order.
 - iii. Equipment failure that delays completion of pattern.
 - iv. Entering or exiting an obstacle from the incorrect side or direction.
 - v. Working obstacle, the incorrect direction.
 - vi. Riding outside designated boundary marker of the arena or course area.
 - vii. Significant deviation from correct line of travel between obstacles.
 - viii. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list.
 1. Mandatory Obstacles:
 - a. Opening, passing through, and closing a gate. This gate may not be a rope gate.
 - b. Log Drag – Horse must be willing to drag a log for a short distance in a straight line. Rider to pick up rope while mounted at point A and drop rope at point B. Rope may not be tied hard and fast to the saddle horn; dallying is optional. Log size should be roughly the size of a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post

and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.

- c. Stationary Steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.

2. Optional Obstacles:

- a. Mailbox – Rider will open and close a mailbox when mounted.
- b. Bridge – Horse should walk willingly over a stationary bridge.
- c. Slicker – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.
- d. Walk-over log-L obstacle – Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.
- e. Step-overs at a walk, trot, or lope – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 8”.
- f. Water hazard – The horse should enter and exit the water hazard in a quiet manner.
- g. Back through obstacle – Straight, “L”, or into/out of a marked location.
- h. Side pass – Straight, one direction, may or may not be elevated.
- i. Ground Tie – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a

rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while ground-tying.

- j. Pick up front feet – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course. Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.
- i. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

4-H COSTUME CLASS

The 4-H Costume Class is a non-point class and is not a Southern Regional qualifying class. The purpose is for exhibitors to express their creative side with their horse partners and to provide entertainment to spectators.

1. Only one horse per rider is permitted. No other animals are permitted during the exhibition.
2. Exhibitors must have turned in an Intent to Show form for the horse that they exhibit in this class.
3. Horses may only be shown at the walk.
4. Bareback riding is prohibited (this includes using bareback pads).
5. 4-Hers may ride or lead their horses during the class.
6. Exhibits may be comprised of a single individual or a group (no limit to number of people per group). If entering as a group, all exhibitors within the group must follow the same costume theme. Also, each exhibitor within the group must pay a separate entry fee.
7. Exhibitors will enter the ring at a walk and follow ring steward's direction.
8. Descriptive costume narrative may (not required) be turned in to the show office upon check-in or at least three hours before the class.
9. This class is open to all 4-H ages (Cloverbud, junior, and senior entries). Combining exhibitors of different ages within a group is permitted.
10. This class is open to all disciplines.
11. As per SC State 4-H Horse Show rules, helmets must be worn at all times, but helmets may be decorated.