South Dakota 4-H Horse Project

SHOW GUIDE

Updated by:
Department of Youth Development/4-H
SD State 4-H Horse Show Committee

YD4H 412
The following competitive events are available for Senior 4-H members:

- **National 4-H Horse Judging** – the top county senior Horse Judging team. First Place team members awarded trip scholarships to the Western 4-H Roundup in Denver, Colorado.

- **National 4-H Public Presentation Contest** – the top senior presentation at the State 4-H Horse Show in public speaking, illustrated talks, or demonstrations. Top individual awarded a trip scholarship to the Western 4-H Roundup in Denver, Colorado.

- **National 4-H Horse Quiz Bowl** – the top county Horse Quiz Bowl team. Must be a senior contestant to compete in the national contest. First Place team members awarded trip scholarships to the Western 4-H Roundup in Denver. If the winning team does not consist of all seniors, those junior members not qualified to compete in the national contest will be replaced with the highest overall marking senior individual from another team. South Dakota’s 4-H Horse Quiz Bowl competition guidelines and rules will be in compliance with the national guidelines. Please see Horse Classic section in www.westernnational4hroundup.org.

- **National 4-H Hippology Contest** – the top county senior Hippology team. First Place team members awarded trip scholarships to the Western 4-H Roundup in Denver, Colorado. If the winning team does not consist of all seniors, those not qualified to compete in the national contest will be replaced with the top scoring individual(s) from another county.

The following is the list of Resources for the 4-H Horse Quiz Bowl and 4-H Hippology Contest:

- Horse Science and Horses and Horsemanship Manuals available from National 4-H Supply
- Horse Industry Handbook and Youth Leaders Manual - by the American Youth Horse Council
- The Horse (2nd edition) - by Evans, Borton, Hintz and VanVleck
- Feeding & Care of the Horse (2nd edition) - by Lon Lewis
- Certified Horsemanship Association Composite Horsemanship Manual—National 4-H Supply
- Horse Anatomy—A coloring atlas by Kainer and McCracken
- SD 4-H Horse Project Show Guide (YD4H 412) - Extension Office
- 4-H Rodeo Rules & Regulations (YD4H 414) - Extension Office
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4. Class participants should line up after each individual performance, left to right - 1, 2, 3, 4 - for clarification of numbering of contestants.

5. Equitation classes enter and proceed with regular class routine, ending with horses lined up, left to right - 1, 2, 3, 4 - at ring center.

6. Because of close proximity of contestants, look straight ahead, NO TALKING.

**Oral Reasons**

1. Contestants will be given their order for presenting oral reasons.

2. Two-minute time limit.

3. Be ready to give reasons in proper order.

4. Notes shall not be used for giving oral reasons.

5. When finished giving reasons, contestant may pause a moment for any questions.

6. Wait for dismissal by the judge.

7. An official set of oral reasons will be given on each class by the judge of that class. Oral Reasons will be posted the following morning.

8. Failure to give reasons when required will result in disqualification from the contest.

**HIPPOLOGY CONTEST**

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

The Hippology event may consist of the following:

1. Written test.

2. Practical experience application activities.

3. Horse judging.

4. Team problem solving.

**STATE 4-H HORSE SHOW AWARDS**

4-H members in 4-H horse riding and showmanship events are competing for buckles, plaques, rosettes and ribbon awards sponsored by the South Dakota State Fair Commission and other sponsors.
4. Announce reasons classes.
5. Give signal to begin and two-minute warning prior to the end of time for each class.
6. Announce position changes for horses.
7. Announce travel, close inspection, etc., for each class (group leader should see that each animal is moved).

**Suggested Judging Procedure**

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

1. Contestants all keep their backs to the class until the signal to begin from the announcer.
2. Twenty-five foot line – all contestants must stay behind this line until the horses are traveled.
3. Space horses about eight feet apart on level ground.
4. Number on showman – left to right – 1, 2, 3, 4.
5. Begin with a side view.
6. Move the horses one-quarter turn (90 degrees) at 1 ½ minute intervals.
8. Announcer will indicate the rotation of the class horses and group leaders will see that the instructions are carried out.
9. Divide each group into two smaller groups, a minimum of 50 feet apart, to observe the horses on the move.
10. Start with the #1 horse, walk both ways and trot both ways. Lead on a straight line between groups observing travel. The group leader will see that all horses are set up and moved properly.

11. After all four horses have been observed on the move, allow close inspection at rear view. No touching or mouthing horses. **CAUTION** – stay one horse length away to avoid being stepped on or kicked. **Exception:** to check height of horse, approach from the left side.
12. Final view – all contestants behind the 25-foot line, side view, and mark card in final two minutes.
13. Contestants check placing and hand cards in to their group leader. **NO TALKING or SIGNALING** is allowed as groups are changing classes. Move groups clockwise and around the class in such a manner that groups do not intermingle.
14. **DO NOT** move to next class until instructed by the announcer.
15. Twelve minutes is allowed to judge each class.

**Performance Classes**

1. Contestants and official judges are to be seated in the bleachers.
2. Announcer calls the class routine and line-up.
3. Reining classes perform in order of assigned number – 1, 2, 3, 4.
FOREWORD

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

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

The South Dakota 4-H Horse Show should promote an educational atmosphere for those who participate in the county and State Horse Show.

SOUTH DAKOTA 4-H HORSE PROGRAM

Life Skills and 4-H
The South Dakota 4-H Youth program has identified life skills as the best way to develop positive self-esteem and individual responsibility at any age by practicing:

- Understanding self as resource.
- Communicating.
- Commitment to and relating to others.
- Problem solving and decision-making.
- Acquiring, analyzing, and using information.
- Managing self and other resources.
- Working with others.

Age Qualification
Effective January 1, 2002, all youth joining the South Dakota 4-H Program must be 8 years of age on or before January 1st. Youth under 8 years of age and involved in a county program will be considered a “Cloverbud.”

- A 4-H Member is considered to be a Junior if he/she is 13 years-of-age or younger as of January 1 of the current year.
- A 4-H member is considered to be a Senior if he/she is 14 years-of-age as of January 1 of the current year, and have not turned 19 years of age as of December 31 of the 4-H year.
- A member 10 years-of-age or younger as of January 1 of the current year is considered to be in the Beginner Division for Western Horse Showmanship, Horse Stock Seat Equitation, Pony Stock Seat Equitation, and Hunt Seat Equitation.

Purpose/Objectives
The purpose of the 4-H Horse Program is to help you, the 4-H member:

- Develop leadership, initiative, self-reliance,

STATE 4-H HORSE JUDGING CONTEST

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

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

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

Judging Attire
Suggested attire is long pants with shirt/blouse. No western hats or large headwear will be permitted. Plain caps or visors may be worn, provided they contain no commercial advertising.

Duties of the Group Leader
1. Keep group together during the contest.
2. Make sure contestants use correct card for each class and hands in following the appropriate class.
3. Enforce NO TALKING or COMMUNICATING rules.
4. Move group in such a way as to not intermingle with other groups.
5. Make sure each contestant gets an unobstructed view of the class.
6. Make certain each animal is presented, set up, moved and posed as well as the circumstances allow.
7. Follow timing directions from announcer. Group leaders are instructed to ask for and destroy a contestant’s card if that contestant is talking or in violation of other rules.

Duties of the Announcer
1. Give preliminary instructions to contestants.
2. Divide them into groups.
3. Announce the classes as to breed, type, sex, and/or age, etc.
A proper who is qualified and teamed with someone else from his county/Field Education Unit. Participants are still encouraged to rope with someone within their county/Field Education Unit.

Penalties
• A 10 second penalty will be assessed for breaking the barrier.
• Roping steers without turning loose the loop will be considered no catch.
• Handling a steer roughly at any time is consideration for disqualification.
• A broken rope, dropped rope or dismounting will be considered a no time regardless of whether time has been taken or not.
• Roping one hind foot - 5 second penalty.

YOUTH IN ACTION HORSE SAFETY TRAINING REQUIREMENT

Youth participating in the 4-H Youth in Action events (Quiz Bowl, Hippology, Public Speaking and Judging) are required to complete Horse Safety Training as stated.

HORSE QUIZ BOWL

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

Each county may enter one team, which consists of four 4-H members. If a county team cannot be fulfilled, a Field Education Unit (FEU) Quiz Bowl team will be allowed.

E.g. - If one county in the unit cannot fill a team, the other counties in the FEU could join together to form a team. (No more than four youth may participate in a given Quiz Bowl from a county, and no more Quiz Bowl teams may be entered than there are counties in a FEU.)

There are no age restrictions and team members need not be enrolled in the 4-H Horse Project. The South Dakota 4-H Horse Quiz Bowl competition will follow the National Contest process and procedures.

Please refer to the Horse Classic section in this website: www.westernnational4hroundup.org.
b. Select equipment that will allow you to have complete control of your horse at all times, but do not use equipment that is harsh or will injure the animal. Check specific tack requirements for each horse show class.

c. Properly worn ASTM/SEI approved headgear is strongly recommended any time the 4-H member is mounted.

4. Anatomy of the Horse
5. Selecting & Judging Horses
   a. Common conformation faults, unsoundnesses and blemishes.
   b. Common horse terms, color markings, and breeds.

6. Demonstrating in project area at club, county and state events.

Horse Ownership

1. Light horses, draft horses, ponies, miniature horses, mules and donkeys of any breed, combination of breeds, or age are suitable for this project. No stallions over eight months of age. Horses shall be serviceably sound and in good condition.

   **Reference to horses throughout the book means all equines.**

2. A member who manages (includes grooming, training, stall management, exercising, and use of the horse) a family owned horse must manage that horse at least 50% of the time during the project year. (Enrollment deadline for the 4-H Horse Project is May 31 of the current year.)

   In case of extreme hardship or an emergency, two members of a family may share a family-owned horse. In such case, each member would have to manage the animal 50% of the time and each would have to file ‘Horse Form I’ indicating such joint project management. In addition, these members would have to exhibit this animal in different classes at the County/State Horse Show.

   A horse may not be shown more than once in any class in any 4-H Horse Show regardless of division. (See Team Hitch section for an exception to this rule.)

   Example: if one member exhibited in the Senior Barrel Racing class, the other member could not exhibit that horse in either the Junior or Senior Barrel Racing Class. The other member could, however, exhibit in the Junior or Senior Pole Bending Class.

3. A horse not owned by the family (leased horse) must be managed by the member at least 75% of the time during the project. Members managing on this basis must have an affidavit from the

   If the steer is roped by one horn, a roper is not allowed to ride up and put the rope over the other horn or the head with his hand.

   If the heeler ropes a front hoof or both front hooves in the heel loop, this is a foul catch. Neither contestant may remove the front hoof/hooves from the loop by hand. However, should the front hoof/hooves come out of the heel loop by the time the field judge drops his flag, time will be counted.

   In case the field judge flags out a team that legally still has one or more loops coming, the judge may give the same steer back lap and tap, and a five-second penalty will be assessed for each loop already thrown.

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

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

   Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck ropes in the timed events. An adjustable slide shall be used on all neck ropes for cattle used on the timed events.

   Legal Catches
   There will be only three legal head catches:
   1. Head or both horns.
   2. Half a head.
   3. Around the neck.
   4. Any heel catch behind both shoulders if rope goes up heels.

   Illegal Catches
   • If hondo passes over one horn and the loop over the other, the catch is illegal.
   • If the loop crosses itself in a head catch, it is illegal. (This does not include heel catches.)

   Qualification/Partners
   A dally team roper can attempt to qualify once, but may rope a second time to help another person qualify. However, they must use their first qualifying attempt results as their basis for qualifying for the State 4-H Horse Show. The roper must qualify at an official county 4-H Horse Show to enter the event at the State 4-H Horse Show.

   If there is only one dally team roper or an odd number of dally team ropers from a county, they can partner with a team member from another county. The new partner must count this as an event for the State 4-H Horse Show. This means a participant can team with any other
the calf when it falls, the calf is considered thrown by hand. The rope must hold until the roper gets his hand on the calf. Tie must hold until passed on by judge, and roper must not touch the calf after he has completed his tie. If the tie comes loose or the calf gets to its feet before the tie has been ruled a fair one, no time will be marked. Untie man must not touch the calf until the judge passes on the tie.

**Inspection by Field Judge**
A stopwatch will be used by the field judge. The calf must stay tied for six seconds. The judge will start timing after the roper has remounted and given the calf complete slack.

**Penalties**
- Under any circumstances, a roper will be disqualified for handling the rope on the calf after signaling for time.
- A 10-second penalty will be given for beating or breaking the barrier.
- Two ropes must be carried if two loops are to be used (30 second time-limit).  

**DALLY TEAM ROPING**
The time limit is 45 seconds. All penalties will be assessed after the run.

Contestants will start from behind a barrier. The team roper behind the barrier must throw the first loop at the head.

The steer belongs to the roper after he crosses deadline, regardless of what happens. **EXCEPTION:** If the steer gets out of the arena, a flag will be dropped and the roper gets the steer back lap and tap. Time prior to the steer leaving the arena will be added.

The calf belongs to the contestant when he calls for it regardless of what happens, except in the case of a mechanical failure.

Each contestant will be allowed to carry only one rope. Each team is allowed a total of three throws. The roper must dally to stop the steer. No tied ropes allowed.

Time will be taken when the steer is roped, both horses facing the steer, in line with ropes dallied and tight. The steer must be standing up when roped by the head or heels.

All changes in lists of roping order to split horses, etc., must be made before any stock is loaded into the chutes. Once stock is loaded, a roper must rope in the order listed.

4. Horse Form Identification Forms will be mandatory for all horses being exhibited at the county and state levels. Forms must be turned in by May 31st each year.

**AWARD SYSTEM**
The county shows will utilize the Danish System of ribbon grouping. The judge will place contestants in one of four ribbon groups based on how well their performance compared to that of an ideal performance. The ribbon groups and their significance are:

- **Grand or Reserve Champion**—Must receive a purple ribbon to receive.
- **Purple**—An outstanding performance that met all of the class requirements. Contained few, if any flaws. Note, that at the judge’s discretion, Top Purples may be awarded for truly exceptional performances.
- **Blue**—A very good performance that met all of the class requirements. The performance contained few flaws, but was well above minimum standards.
- **Red**—A good performance that met all of the class requirements. The performance was slightly above or at minimum standards. Although displaying good effort, the performance contained several flaws.
- **White**—An average performance that met the requirements of the class, but was below minimum standards. The performance contained several flaws and considerable room for improvement exists.
CLASSES

The following classes, listed by Division, will be the official show classes at the State 4-H Horse Show.

Beginner Division

1. Western Horse Showmanship – for 8, 9 and 10 year old youth (if youth exhibits in this class, not eligible for Junior Division class 1 or 2)

2. Horse Stock Seat Equitation – walk-trot class - for 8, 9 and 10 year old youth (if youth exhibits in this class, not eligible for Junior Division class 6)

3. Pony Stock Seat Equitation – walk-trot class - for 8, 9 and 10 year old youth (if youth exhibits in this class, not eligible for Junior Division class 5)

4. Hunt Seat Equitation – walk-trot class - for 8, 9 and 10 year old youth (if youth exhibits in this class, not eligible for Jr. Division class 8 or 9)

Junior Division (Open to 8-13 year old youth, unless noted.)

1. Western Showmanship - Pony
2. Western Showmanship
3. English Showmanship
4. Draft Horse Showmanship
5. Stock Seat Equitation - Pony
6. Stock Seat Equitation
7. Saddle Seat Equitation
8. Hunt Seat Equitation - Pony
9. Hunt Seat Equitation
10. Western Riding
11. Trail
12. Reining
13. Barrel Racing - Pony
14. Barrel Racing
15. Pole Bending - Pony
16. Pole Bending
17. Hunter Equitation Over Fences
18. Break-Away Roping
19. Pleasure Driving - Pony, Horse, and Draft
20. Team Hitch - Draft, Light Horse, Pony

Senior Division (Open to 14-18 year old youth.)

1. Western Showmanship
2. English Showmanship
3. Draft Horse Showmanship
4. Stock Seat Equitation
5. Saddle Seat Equitation
6. Hunt Seat Equitation
7. Trail Horse Class
8. Reining
9. Western Riding
10. Barrel Racing
11. Pole Bending
12. Pleasure Driving - Pony, Horse, and Draft
13. Team Hitch - Draft, Light Horse, Pony
14. Hunter Equitation Over Fences
15. Break-Away Roping
16. Tie Down Calf Roping
17. Dally Team Roping

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

Exhibitors allowed to participate in only one of the events joined with a bracket.
A horse must exhibit in a performance class if the horse is over 5 years of age with the exception to beginners.

BREAK-AWAY ROPING

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

Ropers have the option of coming out of either box.

Two loops will be allowed if two ropes are carried. The second rope must remain tied until used. The rope must be tied to the horn to allow the rope to be released from the horn when the calf hits the end of the rope. A white cloth or flag must be tied to the end of the rope so the judge can tell when the rope breaks from the horn. The catch pen gate will be closed while the contestant is roping.

Calf Roping

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

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

Arena conditions will determine start and deadline.

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

If there must be a re-run of calves to complete a go-round, all calves must be tied down before any stock is drawn. If, after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied down before the drawing, but if extra calves have been tied, they will not be considered fresh.

Two loops will be permitted if carried. Should the roper miss with both, he must retire and no time will be allowed. Roping a calf without releasing the loop from the hand is not permitted. A contestant must adjust rope and reins in a manner that will prevent his horse from dragging the calf. The horse must have a neck rope (strap) or rope latch.

Contestant must receive no assistance of any kind. If a horse drags the calf, the field judge may stop the horse and flag judge can assess any penalty for such an offense.

The rope must be tied hard and fast. Contestants must dismount, follow the rope and throw the calf by hand and cross and tie any three feet. If the calf is down when the roper reaches it, the calf must be up on at least three feet (calf may be helped by roper, but at least three feet must dangle straight under calf) and then re-thrown by hand. If the roper’s hand is on
Pole Bending Pattern

A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern as follows:

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

ROPING

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

Tack

A secure neck rope, strap, or rope latch is required for tie-down calf roping.

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

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

Prohibited Equipment

Slick or unwrapped saddle horns for dally team roping.

Catch-as-catch-can Rule

This rule shall apply after the loop has passed over the calf’s head.

STATE 4-H HORSE SHOW
RULES & REGULATIONS

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

1. To be eligible, the 4-H member must be enrolled in the 4-H Horse Project.

2. There is a maximum participation of three classes at the State 4-H Horse Show. THERE WILL BE NO ELECTIVE CLASSES.

3. Failure to comply with any of the State 4-H Horse Show rules and regulations can result in automatic expulsion from the show.

4. State 4-H Horse Show Committee decisions ARE FINAL.

5. Contestants receiving purple ribbon awards at a county show(s) will be eligible to participate in the State 4-H Horse Show in the classes in which they qualified using the same horse(s).

6. A County may have more than one County 4-H Horse Show, if approved by the county committee. A contestant may only attempt to qualify for the state event at one show. The 4-H members must designate which county show will be their qualifying event by notifying their County Extension office prior to entering the show. Example: A 4-H member may go to another county to qualify if that event is not offered at their county/FEU show (e.g.–roping). This must first be approved by the home and neighboring county/FEU. However, contestants are to participate in all available events in their own county.

7. An eligible contestant for the State 4-H Horse Show must fill out an official State 4-H Horse Show entry card and have it signed by the County Extension Educator and parent/guardian.

8. All State Horse Show entries must be received in the Youth Development/4-H Dept. by the designated deadline date of the State Show. (Contact your County Extension Office for the date.) Entries may not be accepted after that date.

9. Contestants may be required to pay a registration fee.

10. Each exhibitor will be issued two identification contestant numbers. The number is to be fastened on the back of the exhibitor, or on both sides of the saddle pad for riding classes so that it can be clearly seen by the judge. Numbers can be placed either way that works for the rider.

11. Class Rules, as stated in the Horse Show Rule Book 4-H Horse Project, are the official rules for county and state 4-H Horse Shows.

12. Contestants are expected to be courteous, friendly and sportsmanlike at all times.

13. Adults will conduct themselves in a manner that reflects a positive model for the 4-H youth.
14. Violations of acceptable conduct will be dealt with by the State 4-H Horse Project Committee and may result in disqualification from an event(s), awards or from the show.
15. All grievances at the State 4-H Horse Show are to be brought before the State 4-H Horse Committee.
16. Show management may expel any person or persons abusing a horse from the grounds at any time. Entry fees and awards will be forfeited.
17. At no time should the contestants and/or parents confront the judge during the show.
18. Safety must be emphasized at all times, both in and out of the ring. The safety of spectators, contestants and their mounts must be the shared responsibility of all involved in the show.
19. **NO BICYCLES, SCOOTERS OR LOOSE DOGS** allowed on the State Fairgrounds during the State 4-H Horse Show. No dogs allowed in show arena areas.
20. The Dress Code for all events will be enforced.
21. Any exhibitor or horse may not show or be shown more than once in any class or any event in any 4-H Horse Show regardless of division. English and Western Showmanship are not considered the same class; therefore, the same horse can be shown once in each of the classes.
   EXCEPTION: Team Hitch.
22. Only horses officially entered in the class will be allowed in the show ring while that class is being judged.
23. Youth must cooperate with show officials by supplying horses and/or exhibitor for performance class for judging contests. Failure to do so may result in show disqualification. (This rule is to ensure that we have high quality classes in the horse-judging contest.)
24. Ropers will be allowed to run only one time at a County Horse Show, however they may carry two loops. Ropers cannot run through more than one time for a ribbon placing and qualification for the State 4-H Horse Show. (This would be competing more than one time in this event.)
25. A lone team roper may compete with another team roper who has already competed, ONLY at the county level. This partner, however, must take the score received with his original partner, not the one acquired with the lone roper. The lone roper will then be responsible for finding a partner for the State 4-H Horse Show. (This applies only at the county level.)
26. Horses shall NOT be stabled until the exhibitor has registered and been ASSIGNED a stall. Regular horse stalls may be purchased for tack stalls, on a first-come, first-serve limited basis.
27. **Wood chips are the only allowable bedding at the State 4-H Horse Show.** Hay and wood chips may be available through the State Fair Commission. All feed is the responsibility of the exhibitor. (NO STRAW ALLOWED!)

The barrel course may also be run to the left. For example, the contestant will start to barrel #2, turn left around this barrel, proceed to barrel #1, turn right, then ride to barrel #3, turn to the right again and sprint to the finish line.

**POLE BENDING**

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

Contestant must enter arena with horse under control and may circle horse once before beginning the run. Gate will be closed after entering the arena and will be kept closed until the run has been completed and the horse is under control.

A clearly visible starting line shall be provided.

Two stopwatches and/or timers shall be used. Either the average time of the two official timers or an electronic timer will be the official time. In case of electronic timer failure, the remaining stopwatch becomes the official time.

In the event of a tie, the horse declared the winner in the runoff must complete the pattern within two seconds of its original time or the runoff must be held again.

**Penalties**

- Knocking over a pole shall result in an automatic five-second penalty per incident.
- Failure to follow the course shall be cause for disqualification.
- Dropping a whip or bat in the arena during the performance will result in an automatic two-second penalty.

A contestant may touch a pole with his/her hand.

**Instructions for Pole Bending**

1 - A contestant must enter the arena at a walk. The gate will be closed after the contestant enters and remain closed until the horse is under control.
2 - The contestant is allowed a running start.
3 - Timing shall begin as soon as the horse’s nose crosses the starting line and will stop when the horse’s nose passes over the finish line. Any part of the horse breaking the plane of the start/finish line will constitute an official start of the run after entering through the arena gate.
4 - Any part of the horse breaking the plane of the start/finish line before finishing the pattern will result in disqualification.
• Dropping a whip or bat in the arena during the performance will result in an automatic two-second penalty.

A contestant may touch a barrel with his/her hand.

**Instructions for Barrel Racing Course**

1 - A contestant must enter the arena with his/her horse under control and may circle the horse once before beginning the run.

2 - The gate will be closed after he/she enters the area and remain closed until the run has been completed and the horse is under control.

3 - The contestant is allowed a running start.

4 - Timing shall begin as soon as the horse’s nose crosses the starting line and will stop when the horse’s nose passes over the finish line.

5 - Any part of the horse breaking the plane of the start/finish line before pattern completion will result in disqualification.

**Right-run Barrel Pattern**

At a signal from the starter/timer such as the word "go" or "raising of the flag", the contestant will go to barrel #1, turn to the right around the barrel, complete a 360 degree turn, then proceed to barrel #2, turn left around the barrel with another turn of 360 degrees, go on to barrel number #3, turn left around the barrel and sprint the horse to the finish line.

**Left-run Barrel Pattern**

- All cars, trucks, trailers and campers will park in assigned areas. The State Fair Office assigns parking and camping areas.
- All horses MUST be stabled and exercised in assigned areas. Horses are NOT allowed in all areas of the Fair Grounds.
- All horses shall be halter tied in the horse barns if requested to do so by the State 4-H Horse Show management.
- There will be NO riding or exercising of horses after 9:00 pm to ensure the safety of both horses and riders.
- A fall of either horse or rider shall be cause for elimination from that class. **Fall of Rider** – when rider is separated from his/her horse in such a manner as to require remounting. **Fall of Horse** – A horse is considered fallen when its shoulder touches the ground.
- A contestant and his/her horse may be dismissed from the arena for undesirable conduct of either or both. A kicking horse is a safety hazard to other contestants, horses and show officials.
- Injured horses and hardship cases. The Horse Show Committee prior to the event will handle horse substitutions on a case-by-case basis. The 4-H member must contact their County Extension Educator who will communicate the request to the Youth Development/4-H Dept. Cases of hardship according to the hardship rule should be left to the county horse committees.
- A contestant using a lame or otherwise unsound horse may be excused from the arena at the judge’s and/or the horse committee’s discretion.
- Any physically or mentally challenged contestant must give adequate notification to the Extension Staff before participating in any 4-H Horse Project.
- Tack Stalls may be purchased for $25.00 on a first come, first serve basis. A limited number will be available. Only tack stalls will allowed to be locked. Stalls with horses in them cannot be locked.
- The use of artificial tail fans, artificial polls, false tails, or the addition of any hair or hair-like substance to any part of the animal’s body is discouraged.

**Horse Health Certificates**

1. All horses exhibited at the state 4-H Horse Show MUST BE ACCOMPANIED by a Certificate of Veterinary Inspection issued by a licensed and accredited veterinarian within 30 days of entry to the state 4-H Horse Show and/or SD State Fair Open Class Horse Show.

2. All horses originating from outside the state of South Dakota must have a negative EIA test within the past twelve (12) months prior to entry to the State 4-H Horse Show. The applicable testing information must appear on the Certificate of Veterinary Inspection.

3. All horses originating from outside the state of South Dakota must have a telephone permit number on the Certificate of Veterinary Inspection.

4. Health Certificates must be presented as the horse(s) enter the State Fair Grounds. The entry superintendent will verify the Health Certificate with the appropriate horse(s). Horses will not be allowed to be unloaded if they do not have a Health Certificate.
5. Upon registration, the Youth Development/4-H Dept. will retain one copy of the Health Certificate. Thus, it is suggested that each horse have a separate Health Certificate to alleviate registration problems.

6. The health condition of the horse may be determined as per its condition upon State Fair Grounds entry. The entry committee or attending veterinarian reserve the right to conduct further examinations or tests on any horse for the purpose of determining the current health status of the animal, and may request the removal of any horse(s) they feel may be endangering the health of other horses.

7. Each exhibitor will be limited to two (2) horses. (One must be shown by the 4-H member, owner, lessee in a showmanship class.) If a second non-showmanship horse is to be shown, it must be inspected for proper grooming at the County level.

Team Hitch Show Clarification
A team hitch will be treated as one horse and the member may show/ride in two other horse events. A 4-H member is limited to two horses at the State 4-H Horse Show, but a team is counted as one horse and one entry. 4-H members may show individual horses from a team that qualified at the county level in showmanship at halter.

Pony Measuring
All ponies are to be measured prior to county competition. All ponies are to be measured with an approved pony measurement stick. Ponies must be measured on a level surface. (A concrete slab or other paved surface is most desirable but when not available, a heavy sheet of plywood can be used.)

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

Pony exhibitors at the State Horse Show must present their pony to the pony measuring committee for the purpose of verifying size prior to issuing their exhibitor card. Ponies exceeding the maximum size restrictions will be allowed to compete in the horse division.

Attire
The appropriate dress code will be enforced for speed and timed events. Please note that in Barrels and Poles, wearing a hat is not mandatory; however, if a hat is worn into the arena and it falls off, the contestant will receive a five-second penalty. Caps are not allowed.

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

BARREL RACING
The Barrel Racing Cloverleaf Pattern is designed to test the speed and maneuverability of the horse.

Course to be raked or renovated as conditions warrant so conditions are similar for all contestants.

A clearly visible starting line shall be provided.

Two stopwatches and/or timers shall be used. Either the average time of the two official timers or the electronic timer shall be the official time. In case of electronic timer failure, the remaining stopwatch becomes the official time.

In the event of a tie, the horse declared the winner in the runoff must complete the pattern within two seconds of its original time or the runoff must be held again.

When measuring the arena for the barrel course, remember to leave ample room for the horse and rider to complete their turns and also to pull to a stop at the finish.

The course must be measured exactly. If it is too large for the available space, the pattern shall be reduced five yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacles. The distance from barrel number #3 to the finish line need not be reduced five yards at a time if there is sufficient room for a horse to stop.

Penalties
- Knocking over a barrel will cause an automatic five-second penalty per barrel.
- Failure to follow the course, or crossing over the starting line prior to completion of the pattern shall be cause for disqualification.
A single team hitch (two horses harnessed side by side, one on either side of the pole) with properly adjusted hame and collar style work or show harness is required. Each exhibitor should carry a whip, either in hand or in a whip holder.

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

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

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

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

**Judge’s Score Card**
Appearance of the Hitch .........................20 points
   Grooming ......................................5
   Condition of animals .......................5
   Fit of collar and harness ...............5
   Condition of equipment ...............5

Driving the Team (control) ...............70 points
   Walk .........................................20
   Trot ...........................................20
   Reverse direction .....................10
   Backing team .........................10
   In the lineup ............................10

Driver ...........................................10 points
   Appearance .................................5
   Attitude ....................................5

TOTAL ........................................100 points

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

**JUDGES**

**Judge’s Instructions**
Contestants may be disqualified for not following the judge’s instructions.

Only Senior Showmanship classes may involve switches or changes of horses by participating youth. Official judges will be asked to personally record the Grand & Reserve Grand Champions in each class and to sign the document making those class placings official.

Reasons/General Critique will be given in every event following the awarding of Grand and Reserve Champion in every event. This will allow youth to understand the criteria the youth were judged on and allow the judge an explanation of his/her placing.

**Judge’s Decisions are final.**
The judge may excuse an exhibitor and horse from the class if lack of control compromises the safety of the horse(s) or exhibitor(s).

1. **Humane Treatment**
   - Inhumane treatment may result from over enthusiastic use of legal equipment. The judge may caution an exhibitor and explain the infraction and let the exhibitor continue. If the judge feels continued participation results in more inhumane treatment, the exhibitor and horse may be excused.
   - If a horse’s mouth is bleeding during any performance class, the horse is to be excused immediately and temporarily disqualified. The horse may qualify for future classes upon examination by a licensed veterinarian and receipt by the judge of a written statement from the veterinarian that it is safe for the horse to continue. Further or increased exhibition of stress by the animal or continuance of the blood flow will result in immediate disqualification from the show.

2. **Equipment**
   - The judge has the final authority on equipment and its use.
   - The judge may not change the requirement for equipment that clearly fits the intent of acceptable tack.
   - Judges may ban any equipment that is questionable or any legal equipment that has been gimmicked and appears to give unfair advantage to any contestant.
   - Judges and contestants should be aware that some legal equipment may be entirely too severe for certain timid horses and that the most severe legal equipment may provide only marginal control for others.
• Under ordinary conditions, equipment should not break during the performance, nor should it be changed after the class starts, except on permission from the ringmaster or judge. The judge may disqualify an exhibitor for broken equipment.

3. **Helmet Usage**

• Properly worn ASTM/SEI approved headgear is strongly recommended for the exhibitor in any and all events any time the rider is mounted. Headgear is mandatory for Hunter Equitation Over Fences.

4. **Stock Handling**

• The judge is the final authority related to handling of stock for roping events. If intentional rough handling is determined or if an exhibitor refuses to use legal equipment or uses altered legal equipment resulting in its failure, the exhibitor may be disqualified by the judge.

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**WESTERN ATTIRE**

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

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

**ENGLISH ATTIRE**

**Hunt Seat Attire**

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

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**Judge’s Score Card**

<table>
<thead>
<tr>
<th>Category</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Appearance of the Entry</td>
<td>20</td>
</tr>
<tr>
<td>Grooming</td>
<td>5</td>
</tr>
<tr>
<td>Condition of the animal</td>
<td>5</td>
</tr>
<tr>
<td>Fit of harness</td>
<td>5</td>
</tr>
<tr>
<td>Equipment Condition/Cleanliness</td>
<td>5</td>
</tr>
<tr>
<td>Control of the Animal</td>
<td>70</td>
</tr>
<tr>
<td>Walk</td>
<td>20</td>
</tr>
<tr>
<td>Trot</td>
<td>20</td>
</tr>
<tr>
<td>Reverse direction</td>
<td>10</td>
</tr>
<tr>
<td>Backing</td>
<td>10</td>
</tr>
<tr>
<td>In the lineup</td>
<td>10</td>
</tr>
<tr>
<td>Driver</td>
<td>10</td>
</tr>
<tr>
<td>Appearance</td>
<td>5</td>
</tr>
<tr>
<td>Attitude</td>
<td>5</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>100</strong></td>
</tr>
</tbody>
</table>

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**TEAM HITCH**

Three classes, a pony class (56 inches or less), a horse class and a draft class. Youth may participate in one of the classes. Please note: You are to indicate kind of team on entry card; pony, horse, draft. If pony team, write the height of the team. (Classes will be split by horse size, if necessary.)

An adult must accompany each driver on the seat of the wagon. Restrictions on wagons apply only to the safety of other exhibitors, spectators, and horses. ADVERTISING, NAMES OR OTHER WORDING ON WAGONS IS PROHIBITED.

A team hitch will be treated as one horse, one entry.

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

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

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

Feet may be shod or unshod, but should be properly trimmed and clean. Black or natural hoof dressing paint, etc. is acceptable.
Class Procedure
1. Enter the ring with the unit bearing to the right at a safe speed.
2. When all units are in the ring, you should space yourself and follow the directions of the ring steward.
3. Upon direction you execute the gaits appropriate for your division.
4. At the direction of the ring steward, the driver will reverse direction on the diagonal assuming an inside path until the rail is clear.
5. Upon direction the units will be asked to line up in the center of the ring. This should be executed with a smooth and controlled stop.
6. After stopping, the horses should stand quietly. The driver may relax the lines but should hold them in anticipation of starting, whip in hand. A header is optional.
7. The judge will complete an inspection of the unit. When asked to back, the driver should use the lines to signal the team to move backwards in unison, complete the back, step and move forward. The driver should use planned signals throughout the process.

Pleasure Driving Division Guidelines
The Pleasure Driving Horse is expected to present a picture of brilliance and animation while moving forward with elegance and energy.
One attendant may head (hold in line up) each horse.

Pleasure Driving Gaits:
1. WALK: a flat-footed, free, rapid, elastic, ground covering, with a four beat cadence.
2. WORKING TROT: a pleasant, easy going trot with elasticity and freedom of movement.
3. EXTENDED TROT: a balanced trot maintaining free forward impulsion with sufficient speed to be ground covering, but with enough collection to allow the horse to maintain the gait at speed for an extended period of time. Form should not be sacrificed for speed, and excessive speed at the expense of form or balance will be penalized.

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

Draft Pleasure Driving Gaits:
1. the smooth walk
2. the smooth trot
3. working trot, optional

are preferred. Choker pins are acceptable.
- Gloves are optional.

Properly worn ASTM/SEI approved head-gear is strongly recommended for the exhibitor in any and all events and any time the rider is mounted.

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

NOTE: The Show Ring Committee at the State 4-H Horse Show will check for appropriate dress when participating 4-H members enter the ring. After ring entry by the member, dress is considered to be appropriate for the class/lot.

SHOWMANSHIP

Showing a horse at halter requires discipline and precision by the handler and the horse.

The class objective is to show the horse at its best advantage with the minimal attention drawn to the showman.

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

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

In 4-H Horse Projects, all breeds of ponies, light horses, mules, draft or miniature horses may be used. Although 4-H has general standards, judges should recognize showmanship competence using the standards of the breed in hand.

Judge’s Score Card
Appearance of Horse .........................40 points
Condition ..................15
Grooming .....................25
Showing the Horse .........................50 points
Ring Deportment ……..10
Actions …………………10
Leading …………………15
Posing …………………15

The Exhibitor ……………………………10 points
Appearance ………….…5
Attitude ………….……..5

TOTAL …………………………………100 points

A. Appearance of the Horse (40 Points)
1. Condition (15 points)
   a. Smooth glossy coat with hard rippling muscle.
   b. Alert and vigorous.
   c. Skin loose and pliable; clean, with healthy, fine, short hair.
   d. Evidence of a balanced program of nutrition, health care and exercise.
   e. Neither excessively fat nor thin and unthrifty.
2. Grooming (25 points)
   a. Clean, well-brushed hair coat. Dust, dandruff and stains objectionable. Judges should discriminate heavily against artificial whiteness or colorings.
      i. No change in the major color pattern of an animal by painting or dyeing will be allowed.
      ii. No grooming material that allows color to come off from an animal will be allowed at the show.
      iii. The use of artificial tail fans, artificial polls, false tails, or the addition of any hair or hair-like substance to any part of the animal’s body is discouraged.
   b. Clean around the eyes, ears, nose, muzzle and tail.
   c. Mane and tail trimmed to breed standards.
   d. Head trimmed neatly to breed standards. Trim long hair under jaws and around throatlatch. Nose and muzzle hair should be trimmed. Long hair in ears should be trimmed flush with edges of ear. Ears may be “peeled”, but not required. Legs should be booted from knees and hocks down to the hoof.
   e. Hooves must be clean and properly trimmed. If horse is shod, shoes must fit properly and not show excessive wear. Hoof dressing is permissible, but not required. Hooves cleaned and polished in natural condition will receive equal merit to those with hoof dressing.

B. Showing the Horse (50 points)
1. Ring Deportment (10 points)
   a. Be on time.

Pleasure Driving Class will have two Divisions to accommodate the two styles. Each division will follow General Driving Rules with the addition of the appropriate division guidelines.

General Pleasure Driving Rules for Single and Team (To be adhered to by all pleasure driving divisions.)

Purpose
To demonstrate that the horse is a pleasure to drive.

Preparation
Practice: The youth should gain experience driving at a walk, trot, back, and other maneuvers generally used with driving horses.
Horses: The horse(s) are to be judged on their performance with and suitability for the youth driver. The horse(s) must be clean, groomed, and presented in the most positive manner (horses are not judged for conformation in this class).
Harness: Harness must be safe, clean, and properly adjusted.
Vehicle: Vehicle must be clean, safe and in good repair.
Attire: Youth must dress in clean, 4-H appropriate clothing and carry a whip.
Posture: The driver must be straight in the back, sit back in the seat, the feet reaching to a foot rest with the elbows slightly forward of the body. Whip in hand.
Position: The driver is usually seated on the right to access the brake at all times.

Final Preparation
1. The driver must check the hitch for appropriate adjustments for safe driving.
2. The driver must achieve appropriate tension on the lines and have the whip on hand.
3. The driver should know the location of the judge and the ring steward.

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

Please Note: Contestants are to indicate pleasure driving horse height on entry card. (Classes will be split by horse size, if necessary. For safety reasons, judges will be instructed to choose the Grand and Reserve Champions from the three separate classes and not have the different horse height classes in the ring together.) A team hitch will be treated as one horse, one entry. Horses above 1,200 pounds are considered Draft.

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

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

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

Whip
Drivers will carry a whip in hand.

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

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

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

Styles of Driving
The SD 4-H State Horse Show recognizes two (2) styles of pleasure driving. The two styles are English Pleasure and Draft. The

b. Enter the ring at a brisk walk in a counter-clockwise direction.

c. Be alert for instruction from either the ring steward or the judge.

d. Show from the time you enter the ring until you leave the ring.

e. Do not crowd or otherwise interfere with other horses or other showmen.

2. Actions (10 points)
a. Showmen and horse should work as a team.
b. Give cues calmly and quietly.
c. Showing procedure should direct attention to the horse. Attention should not be attracted to the showman.
d. Manners and actions in showing the horse should reflect patience and training.

3. Leading (15 points)
a. Lead from the near (left) side of the horse. Hold the lead shank at a length that allows instant control of the horse. For safety reasons, an exhibitor should never hold the chain portion of the lead. Length of the lead should not be so short as to interfere with free, natural movement of the animal or so long as to surrender control or permit a sloppy lead.

b. For safety reasons, fold excess lead into a figure ‘8’. A two-handed lead is recommended for juniors and permissible for all as a more professional show performance.

c. Lead from the near side of the horse midway between the head and shoulder.

d. All turns shall be to the right with the exhibitor walking to the right around the horse with the exception of initial lineup and when excused by the judge.

e. You will show in hand at the walk and trot. Watch the ring steward or judge for instructions.

f. When asked to move your horse from one position to another in the line, lead your horse forward, clear the line, turn, lead back through the area you vacated, then proceed to your new position and enter from there.

4. Posing (15 points)
a. Western-type horses should stand squarely with the weight distributed equally on all four feet. Other breeds may be shown stretched.

b. The horse should set up squarely and quickly, stand quietly, and move forward or back freely.

c. Horses should take cues off the lead strap and by quiet verbal command.
d. The Quartering System should be used. (See description and diagram below.)
When the judge is working the line, the exhibitor should use the quartering system when the judge is three horses away from him/her.

5. The Exhibitor (10 points)
   a. The exhibitor should be clean, neat, and in appropriate attire.
   b. Be business-like and friendly.
   c. Be cooperative.
   d. Be courteous.
   e. Concentrate on showing the horse.
   f. Be a sportsman.

The Quarter System of Showmanship

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

Imaginary lines divide the horse into four equal parts as seen in the figure below. (Note: The horse has been sectioned into four parts numbered I, II, III and IV for ease of identification.) One line runs across the horse behind the withers. The other imaginary line runs from head to tail. When the judge is in I, the exhibitor should be in IV. As the judge moves to II, the exhibitor should move to I. When the judge moves to III, the exhibitor moves to IV. As the judges move up to IV, the exhibitor returns once more to I. This method is based on safety as the exhibitor can keep the horse’s hindquarters from swinging toward the judge should the horse become fractious.

may either continue without penalty or be eliminated.

j. At a brush element, the touch of the brush only without touching the framework is not scored as a fault.
k. Charging will be penalized.

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

Example Courses for Jumping

A.  

B.  

C.  

D.  

E.  

F.  

20

49
All participants are required to wear properly secured ASTM/SEI approved headgear.

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

An even hunting pace is preferred.

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

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

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

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

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

DRAFT HORSE SHOWMANSHIP

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

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

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

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

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

Horses will be pulled from the line, walked to the judge or ring steward, walked to the opposite end of the arena (to the ring steward or judge), turned, and trotted back to the starting point.

The turn at the far end of the arena should not be over the horse’s hocks, but a slightly widened arc that results in the horse facing the opposite direction in line with the judge and ring steward when the turn is completed. The exhibitor should concentrate on keeping the horse on a straight path between the judge and the ring steward for as long as possible but still leave room for the turn. Turns should be away from the exhibitor when possible and/or feasible.

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

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

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

Draft Showmanship Judge’s Score Card
Appearance of the Horse………………….40 points
  Condition……………….15
  Grooming………….25
Showing the Horse……………….50 points
  Leading……………15
  Posing…………….15
  Ring Deportment……10
  Actions……………10
The Exhibitor……………………………..10 points
  Appearance………….5
  Attitude……………5
TOTAL…………………………………..100 points

Showman Ship Pattern for Beginners and Juniors

HUNTER EQUITATION OVER FENCES

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

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

<table>
<thead>
<tr>
<th></th>
<th>Minimum</th>
<th>Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Juniors</td>
<td>18”</td>
<td>30”</td>
</tr>
<tr>
<td>Seniors</td>
<td>24”</td>
<td>36”</td>
</tr>
</tbody>
</table>

There will be NO jump offs.
Course must be posted at least one-hour before scheduled time of class.
Seniors are to have at least one change of direction.
All hunters will be permitted to walk the official course (without horse) immediately prior to the class.
Note: Only exhibitors will be allowed in the ring during the final walk-through. No coaches or advisors are allowed on the course.
• The irons should be placed under the balls of the feet and not under the toe or against the heel.
• Toes should be turned only slightly out with ankles flexed in toward the horse in a comfortable position.
• The lower leg should be held such that light contact is maintained with the horse.
• Arms and hands should be held in a comfortable, relaxed manner with upper arms held in a straight line with the body. The elbow is bent such that the lower arm and hands are in a straight line to the bit.
• Hands should be slightly over and in front of the withers with knuckles 30 degrees inside the vertical.

Position in Motion
• At the walk, and slow trot, body should be vertical with slight motion in the saddle.
• At a posting trot, the body should be inclined forward with slight elevation in the saddle.
• At the canter, the body should be halfway between the posting trot and the walk.
• At the gallop, and while jumping, the body should be at a similar inclination as when at a posting trot.

Class Routine (not jumping equitation)
Class to enter the ring, turn to the right and proceed at a counter-clockwise direction. Contestants shall proceed at least once around the ring at each gait, and on command, reverse and repeat. The order to reverse must be executed away from the rail. Light contact with the horse’s mouth is required. Entries shall then line up on command and any or all riders may be required to execute any appropriate tests. Judges are encouraged to call for additional tests.

No more than eight contestants on the rail at a time during the hand gallop.

Hunt Seat Tests (from which the judge must choose)
Tests may be performed either collectively or indi-
SHOWMANSHIP TACK

Western
Horses are to be shown in halter –
▪ Halter – may be leather, rope or nylon. Must be clean and adjusted to fit.
▪ Lead – should be six to seven feet long, neat and inconspicuous. The judge may penalize an exhibitor for the excessive or abusive use of a chain lead.

English
Horses are to be shown in bridle –
▪ Bridles – snaffle (with or without drop noseband), Pelhams, or full bridle.
▪ Lead – on full bridles, option to show off either snaffle or curb; on Pelhams with four reins, option to show off either set; non-leading rein to be draped over withers in both situations.

Correct tack does not build points. Incorrect tack can result in lower placings.

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

WESTERN PERFORMANCE
(Stock Seat Equitation, Reining, Western Riding, Trail and Pleasure Driving)

Equitation classes recognize the rider’s ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle; position and use of hands, legs and feet; ability to control and show the horse; and suitability of horse to rider. The right diagonal, the rider should be sitting saddle when right front leg is on the ground. When circling clockwise, rider should be on the left diagonal. When circling counter-clockwise, rider should be on the right diagonal.

7. Figure eight at canter on correct lead demonstrating simple change of lead. (This is a lead change where the horse is brought back into a walk and restarted into a canter on the opposite lead.) Unless specified, the figure eight may start either facing the center or away from the center. If started facing the center, the figure eight must be initiated from a halt. The figure eight should begin in the center of two circles so that one lead change is shown.

8. Execute serpentine at a trot and/or canter on correct lead demonstrating simple change of lead. (A series of left and right half circles off-center of imaginary line where correct diagonal or lead must be shown.)

9. Change leads down the center of the ring or on the rail demonstrating simple change of lead. Judge will specify exact lead changes to be executed as well as the beginning lead.

10. Ride without stirrups for a brief period of time, no more than one minute at the trotting phase.

HUNT SEAT EQUITATION

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

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

Basic Riding Position
- The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.
- The rider’s legs should have a slight bend and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider’s ear, shoulder, hip and heel.
• The method of holding reins is optional; however, both hands must be used, and all reins must be picked up at one time. Bight of rein must be on the off side.

**Position in Motion**

- At the walk, there is slight motion in the saddle with body remaining vertical.
- At the trot, there is slight elevation in the saddle. When posting, hips remain under body, not moved in a mechanical up and down or swinging forward backward motion.
- At the canter, rider should have a close seat, moving with the horse.

**Class Routine**

Class to enter the ring, turn to the right and proceed in a counter-clockwise direction. Class shall proceed at least once around the ring at each gait, and on command, reverse and repeat. The order to reverse may be executed either toward or away from the rail. Entries shall line up on command and any or all riders may be required to execute any appropriate tests. Judges are encouraged to call for at least two tests of the top contestants.

**Saddle Seat Tests** (from which the judges must choose)

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

1. Address reins.
2. Back for not more than eight steps.
3. Performance on rail.
4. Performance around ring.
5. Feet disengaged from stirrups. Feet engaged.
6. Figure eight at trot, demonstrating change of diagonals. Unless specified, it may start either facing the center or away from the center. If started at the center, it must be initiated from a halt. At left diagonal, the rider should be sitting saddle when left front leg is on the ground. At rider’s ability to execute maneuvers correctly shall be considered more important than the horse’s performance.

Grooming standards consistent with showmanship.

**Saddles**

Must be sized to the rider and of western type.

**Curb Bits**

a. Maximum shank length overall is 8 1/2 inches. Shanks can be fixed or loose.

b. Mouth pieces must have smooth, round bars of unwrapped metal, and measure between 3/8 to 3/4 inches in diameter when measured 1 inch from cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bars), such as extensions or prongs on solid mouthpiece. Mouthpiece may be 2 or 3 pieces. If 3 piece, a connecting ring of 1 1/4 inch or less in diameter, or a connection flat bar of 3/8 to 3/4 inch (measured top to bottom with maximum length of 2 inches), it must lie flat in horse’s mouth.

c. Ports may not exceed a maximum of 3 inches in height. Rollers (3/8 to 3/4 inch diameter) and covers are acceptable. Grazing, broken mouthpieces, half-breeds and spades are standard.

**Snaffle Bits & Bosals**

a. Horses are to be shown in a true snaffle (conventional O-ring, egg butt, or D-ring) or bosal. The bit must have a smooth broken mouthpiece. The mouthpiece must be at least 5/16 inch in diameter, measured 1 inch from the corner of the mouthpiece. Curb straps are optional. When used, the straps must be loosely attached, meet the 4-H requirements and be attached below the reins.

b. Bosals must be of braided leather, braided rawhide, or rope. Absolutely no iron under the jaw, regardless of how padded or taped. Jaquimas are acceptable.

c. Bits with gag action are illegal, except in speed and timed events.

**Legal Bosal**

![Legal Bosal]
Example of a Legal Bit

Examples of Legal & Illegal Bits

1. Gag snaffle – permissible in speed events only. Must meet mouthpiece standards.
2. Double twisted wire – legal in English classes only.
4. Legal D-ring snaffle.
5. Legal O-ring snaffle.
6. Slow twist – legal in English classes only.
7. Legal snaffle – flat piece must meet standards.
9. Legal kinshoerick – (English bit).
10. Legal curb with mullen mouth (shanks 8 1/2” or less).
11. Legal curb with low port and 8 1/2” shanks.
12. Legal curb.
13. Legal curb with broken mouthpiece.
14. Legal curb with roller and 8 1/2” shanks.
15. Legal hackamores for speed events (and reoplug) only. Any wire or chain must be flat and leather or latex covered.
17. Illegal curb – port higher than 3.”
18. Illegal douset bit.

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

SADDLE SEAT EQUITATION

Class Conditions and Rules
Riders should convey the impression of effective and easy control. To show a horse well, the rider should show him/herself well.

Ring generalship shall be taken into consideration by the judges. A complete picture of the whole is of major importance.

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

The height the hands are held above the horse’s withers is a matter how and where the horse carries their head.

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

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

Basic Riding Position
- The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.
- The rider’s legs should have a slight bend and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider’s ear, shoulder, hip and heel.
- The irons should be placed under the ball of the foot and not under the toe or against the heel.
- Foot should be held in a natural position, neither too far out nor in.
- Arms and hands should be held in a comfortable, relaxed manner with upper arms in a straight line with body. The elbow is bent such that the lower arm and hands are in a straight line to the bit. The height the hands are held above the withers is determined by how and where the horse carries its head.
ENGLISH PERFORMANCE CLASSES
(Saddle Seat Eq., Hunt Seat Eq., Hunter Eq. Over Fences and Pleasure Driving)

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

Bits
An English snaffle (no shanks), Kimberwick, Pelham, and/or full bridle (with 2 reins), all with cavesson nosebands, and plain leather brow bands, must be used. In regard to mouthpieces, nothing may protrude below the mouthpiece. On broken mouthpieces only, connecting rings of 1 1/4 inch or less in diameter, or connecting flat bar of 3/8 to 3/4 inch (maximum length of 2 inches) and that lie flat in the horse’s mouth are acceptable. Smooth round, twisted, double twisted, slow twist, straight bars, or solid mouthpieces with a maximum of a 1 inch high port are acceptable. All mouthpieces must be a minimum of 5/15 inch in diameter, snaffles to be measured 1 inch from cheek. English bits of any style, featuring cathedral or donut mouthpieces; rough sharp material are not acceptable.

Saddle Seat Equitation Tack
- Bridles – Full bridle preferred. Weymouth, Kimberwicke or Pelham bits are acceptable when used with double reins.
- Saddles – English flat saddles are required. Saddles may be of show, cut back, or Park type. Forward seat, flat saddles with knee rolls, and western saddles are prohibited.

Hunt Seat Equitation Tack
- Bridles – English snaffle (no shank), Pelham (with two or four reins), Kimberwicke and/or full bridle with plain brow bands are required.
- Saddles – English or forward seat skirted hunting saddles must be used. They may have suede and/or suede insert on skirt and either cloth or leather lining. Girth may be leather, web, cord or linen. Hunting Breastplate is optional.

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

Hackamore bits – All mechanical hackamores are illegal except in speed events (barrels, poles, roping).

Examples of Mechanical Hackamore Bits

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

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

Examples of Legal Curb Chains & Straps (except in barrels, poles, roping)
Legal curb straps are to be flat, wide chain or leather over 1/2 inch wide.

Legal Very Wide Curbed Curb Chains & Straps
Legal Very Wide Curbed Curb Chains & Straps
Legal Very Wide Curbed Curb Chains & Straps
Legal Very Wide Curbed Curb Chains & Straps

Legal curb straps are to be flat, wide chain or leather over 1/2 inch wide.
Examples of Illegal Curb Chains & Straps

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

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

**Riding Restraints** – Running or standing martingales, tie-downs, nosebands, cavessons or draw reins are illegal except in speed and timed events (barrels, poles, roping). Spurs, romals are optional items to the rider. Using any of these aids forward of the front cinch will result in disqualification.

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

**STOCK SEAT EQUITATION**

**Seat and Hands**

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

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

**REINING PATTERN #5**

Area of plot should be approximately 50 x 150 feet in size. The judge shall indicate, with markers on the arena fence or wall, the length of the pattern.

1. **Begin at center of arena.** Complete two circles to the right. The first circle small and slow, the second circle large and fast.
2. **Change leads at the center of the arena.**
3. **Complete two circles to the left.** The first circle small and slow, the second circle large and fast.
4. **Change leads at the center of the arena.**
5. **Run to the far end of the arena - past end marker and do a left rollback, no hesitation.**
6. **Run to other end of the arena - past end marker and do a right rollback, no hesitation.**
7. **Run past center of arena, sliding stop.**
8. **Back straight to the center of the arena. Hesitate.**
9. **Complete four spins to the right.**
10. **Complete four spins to the left.**
11. **Hesitate to demonstrate the completion of the pattern.**
12. **Walk to the judge and stop for inspection until dismissed.**
REINING PATTERN #4

Area of plot should be approximately 50 x 150 feet in size. The judge shall indicate, with markers on the arena fence or wall, the length of the pattern.

Ride Pattern #4 as follows:
1 – At the starting point, lope in the left lead.
2 – Ride a circle to the left, slow, simple lead change.
3 – Ride circle to the right with speed.
4 – Ride circle in the correct lead with control, run to the end of the arena.
5 – Left rollback over hocks (towards the judge, no hesitation.
6 – Run to the other end of the arena. Rollback over hocks (towards the judge), no hesitation.
7 – Sliding stop. Settle horse.
8 – Back 10 feet.
9 – Do a 1/4 turn to the left. Walk to judge for inspection.

Reins – should be held, in Western Performance classes, with the hand around the reins with one finger permitted between the reins.

Reins may enter the hand under the little finger, up across the palm and out over the index finger or thumb. They may also enter over the index finger and down across the palm and out below the little finger.

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

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

When split reins are used, one finger is permitted between reins.

When using a romal, no finger is allowed between reins. Rider can hold romal with the hand not used for reining, provided it is held approximately sixteen inches from the reining hand.

Two handing reins, a finger between romal reins, or more than one finger between split reins may result in a penalty.

Acceptable

Unacceptable

Rein Length
Horses shall be shown on a reasonable loose rein. Extremes (too tight or too loose) shall be penalized.
Basic Riding Position
Rider should sit in the saddle with:
• Legs hanging straight and slightly forward of stirrups.
• Knees slightly bent and weight directly over balls of feet.
• In either position the stirrup should be short enough to allow the rider’s heels to be lower than their toes.
• Body should always appear comfortable, relaxed and flexible.
• Feet should be placed in the stirrup with weight on ball of the foot. Consideration, however, should be given to the width of the stirrups, which varies. If stirrups are wide, the foot may have the appearance of being “home”, when in reality, the weight is being properly carried on the ball of the foot.

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

Class Routine
All horses are to enter the ring at a walk and be judged at a flat-footed, four-beat walk, two-beat jog and three-beat lope. They shall be worked both ways in the ring and shall always be on the correct lead. Reversing the horse is expected to be away from the rail. When reversing, the horse should be in perfect balance at all times, working entirely off their haunches. Contestants are expected to stay on the rail at all times and use the corners of the arena as they are intended. If a contestant must pass another horse, passing will take place to the inside of the ring.

REINING PATTERN #3
The area or plot should be approximately 50 x 150 feet in size. The judge shall indicate with markers on the arena fence or wall the length of the pattern.

Ride Pattern #3 as follows:
1 – From the starting point in front of the judge.
2 – Begin loping in the right lead, a slow figure 8 to the right. Flying lead change at Point A.
3 – A second faster figure 8 should be loped, beginning to the right at Point A.
4 – Walk or trot from Point B to Point C.
5 – Facing the far end of the arena begin run.
6 – Sliding stop.
7 – Turn away from the rail to the left. Do a spin and a half, no hesitation.
8 – Run to the other end of the arena, sliding stop.
9 – Turn away from the rail to the right. Do a spin and a half, no hesitation, run to 10.
10 – Sliding stop.
11 – Back over slide marks. Do a 1/4 turn to face the judge, walk a few steps.
12 – Pivot right, no more than 90 degrees.
13 – Pivot left, no more than 180 degrees.
14 – Pivot right, no more than 180 degrees.
REINING PATTERN #2

Arena or plot should be approximately 50 x 150 feet in size. The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the arena of the pattern will not be used.

Mandatory marker along fence or wall.

**Ride Pattern #2 as follows:**
1. Run with speed past center marker.
2. Sliding stop and back 10 feet.
3. Settle horse for 10 seconds. Pivot 1/4 turn to left.
4. In the right lead, ride a small slow circle to the right.
5. In the right lead, ride a large fast circle, execute a flying lead change at center.
6. In the left lead, ride a small slow circle to the left.
7. In the left lead, ride a large fast circle to the left.
8. Run with speed to the far end of the arena. Left rollback over hocks (towards the judge), no hesitation.
9. Run with speed to the other end of the arena. Right rollback over hocks (towards the judge), no hesitation.
10. Run to center, sliding stop. Let horse settle for 10 seconds.
11. Pivot right, no more than 90 degrees.
12. Pivot left, no more than 180 degrees.
13. Walk to judge and stop for inspection until dismissed.

of the horse in front of and contestant will take care as to not interfere with the other contestant’s horse by cutting off that horse or getting too close to that horse during passing.

After the horses have been worked in a group, they will be lined up in the center of the ring. Horses shall be required to back in a straight line.

The judge may ask that each horse work individually. This may entail any of the maneuvers normally required in an equitation horse class, such as figure eights and square stops. It must be remembered above all, that an equitation horse should respond instantly and smoothly to all aids.

**Mounted and Dismounting**
- Riders in the Senior Division may be asked to dismount and remount.
- Riders in the Beginner and Junior Divisions will not be required to dismount and remount.

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

**WESTERN RIDING**

**Class Conditions and Rules**
This is a combination class designed to show characteristics of control and skills used in equitation, reinig and trail classes. It combines the maneuvers needed for a handy working ranch horse and rider.

The rider is judged on the ability to govern, control, and properly exhibit the horse in the required pattern. Particular emphasis will be placed on basic position in the saddle, lightness of hands, change of leads, use of aids, smoothness of performance, steadiness of gaits, and horse’s response to rider.

Flying lead changes are recommended. Simple lead changes will result in a deduction of points.
Any horse missing the pattern will be disqualified.

Knocking down markers or obstacles, missing gaits or gait transitions will not disqualify a contestant, but shall be scored accordingly by the judge.

A rider is penalized if he/she loses a stirrup, uses two hands on the reins (with the exception of riding with a Bosal or ringed snaffle), changes hands on the reins or touches any part of the saddle with his/her free hand. Reins are to be used with one hand, and the rein hand must not be changed during the class. A fall is when the horse’s shoulder touches the ground or when a rider must remount. A fall is a disqualification.

Western Riding Pattern

**Pattern Clarification**
The exhibitor’s pattern will begin when they cross the starting line. On completion of the pattern, the exhibitor will ride towards the judge. The judge may require an exhibitor to repeat or reverse any part of the pattern. Flying lead changes are the standard of perfection in this event.

- The eight small circles in the Western Riding pattern represent markers (barrels, kegs or standards recommended). These should be sepa-

**REINING PATTERN #1**

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

**Ride Pattern #1 as follows:**
1 – Run at full speed (should be at least 20 feet from any fence or wall).
2 – Sliding stop. Back at least 10 feet.
3 – Settle horse for 10 seconds. Pivot ¼ turn to left.
4 & 5 – Beginning in the right lead, ride small figure 8 at a slow lope, flying lead change at center.
6 & 7 – Increase speed and ride a large figure 8 beginning in the right lead, flying lead change at center.
8 – Run full speed to far end of arena. Left roll back over hocks (towards the judge), no hesitation.
9 – Run full speed to other end of the arena. Right roll back over hocks (towards the judge), no hesitation.
10 – Lope to within 20 feet of the judge. Pivot 1/4 turn to right, then a 1/4 turn to the left.
11 – Walk to judge and stop for inspection until dismissed.
**Junior Division Reining Patterns**

#1, #2, #4.

**Senior Division Reining Patterns**

#1, #2, #3, #5.

**Relative Penalties** (most to least severe)

a. Freezing up on spins, freezing up in roll backs, spurring in front of cinch or use of free hand to instill fear in the horse.
b. Failure to go beyond markers on stops and rollbacks.
c. Missed lead or delayed change.

credit should be given for:

a. Correct and precise control.
b. Controlled use of speed, hard stops, correct spins, or pivots, round circles, lead changes, straight backs, maintenance of position through maneuvers, little rider aid and quiet mouth.

Rated by a uniform distance of not less than 30 feet. The distance may be altered if local arena conditions are too small for the above distances.

- The criss-cross rectangle represents an obstacle (one small log recommended) just high enough to break the animal’s stride as they proceed over it.
- The long and sometimes twisting line indicates the direction of travel and the gaits at which the animals must move.
  - The dotted line (…) indicates the walk.
  - The dashed line (----) indicates the trot.
  - The solid line (_____) indicates the lope.

**Relative Penalties** (most to least severe)

b. Use hand to instill fear in horse.
c. Breaking gait at lope, including simple lead changes.
d. Failure to change leads.
e. Additional lead changes anywhere on course.
f. Failure to be in proper gait where the pattern designates.
g. Hitting the log or marker.

The following characteristics are considered as faults and should be judged accordingly:

a. Opening mouth excessively or raising head on maneuvers.
b. Anticipating signals or early lead changes.
c. Losing stirrup or holding on to saddle with free hand.
d. Stumbling.
e. Any unnecessary aid given by the rider, such as: unnecessary talking, petting, spurring, quirting, or jerking of the reins.

**TRAIL**

This class will be judged on the contestant’s ability to properly ride and/or conduct his/her horse through the various obstacles according to the judge’s direction. The gait(s) between the obstacles will be at the discretion of the judge. The judge may ask for an additional obstacle to select a champion or to break a tie. **No rail work will be used.**

The judge shall give as much consideration to the ability of the contestant to properly exhibit his/her horse as is given to the performance of the horse.

A minimum of six obstacles will be used, three mandatory and three others selected from the approved list or by request of the judge. Each mandatory obstacle (except gate—see below) must be cleared within 30 seconds of entering the obstacle or the contestant will be dismissed from the ring.
The judge has the option of limiting performance at any optional obstacle to two approaches or 30 seconds.

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

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

**Mandatory Obstacles**

a. Opening, passing through and closing gate. Changing hands on gate or turning loose of gate is to be penalized. (45-second time limit).  
Suggested width of the gate is 5 feet.

b. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised (not greater than 12 inches). The distance between the poles is measured over the horse’s path and shall be 15 to 24 inches for walkovers, 3 to 3 feet 6 inches for trotovers, and 6 to 7 feet for lopeovers. Elevated walkovers shall be a minimum of 22 inches apart. (30-second time limit).

c. Ride over wooden bridge. (30-second time limit). The sides on the bridge for Trail need to be removed to create a flat bridge with no sides on for safety reasons.

**Optional Obstacles**

a. Water hazard (ditch or shallow pond).

b. Hobble or ground-tie horse.

c. Carry object from one part of the arena to another.

d. Back horse through “L” shaped course (minimum of 28 inches).

e. Handle slicker.

f. Dismount and lead horse over obstacles not less than 14 inches high or over 24 inches high.

g. Pull an object toward the horse with lariat or rope.

h. Others upon request of the official judge.

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

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**Example gate for Trail Class**

![Example gate for Trail Class](image)

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**REINING**

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

Each horse will be judged on the neatness, dispatch, ease, calmness and speed with which it performs the pattern.

Excessive jawing, open mouth or head raising on stop, lack of smooth sliding stop on haunches, breaking gaits, refusing to change leads, anticipating signals, stumbling or falling, wringing tail, backing sideways, knocking over stakes or markers, changing hands on reins, losing stirrup, holding on, two hands on reins (with the exception of when using a Bosal, or ringed snaffle) or any unnecessary aid given by the rider to the horse (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.) to induce the horse to perform will be considered a fault and scored accordingly. The horse shall rein and handle easily, fluently, effortlessly and with reasonable speed throughout the pattern.

Any horse not following the exact pattern will be disqualified.

The judge may require any contestant to repeat his/her performance of any or all of the various parts of the pattern.