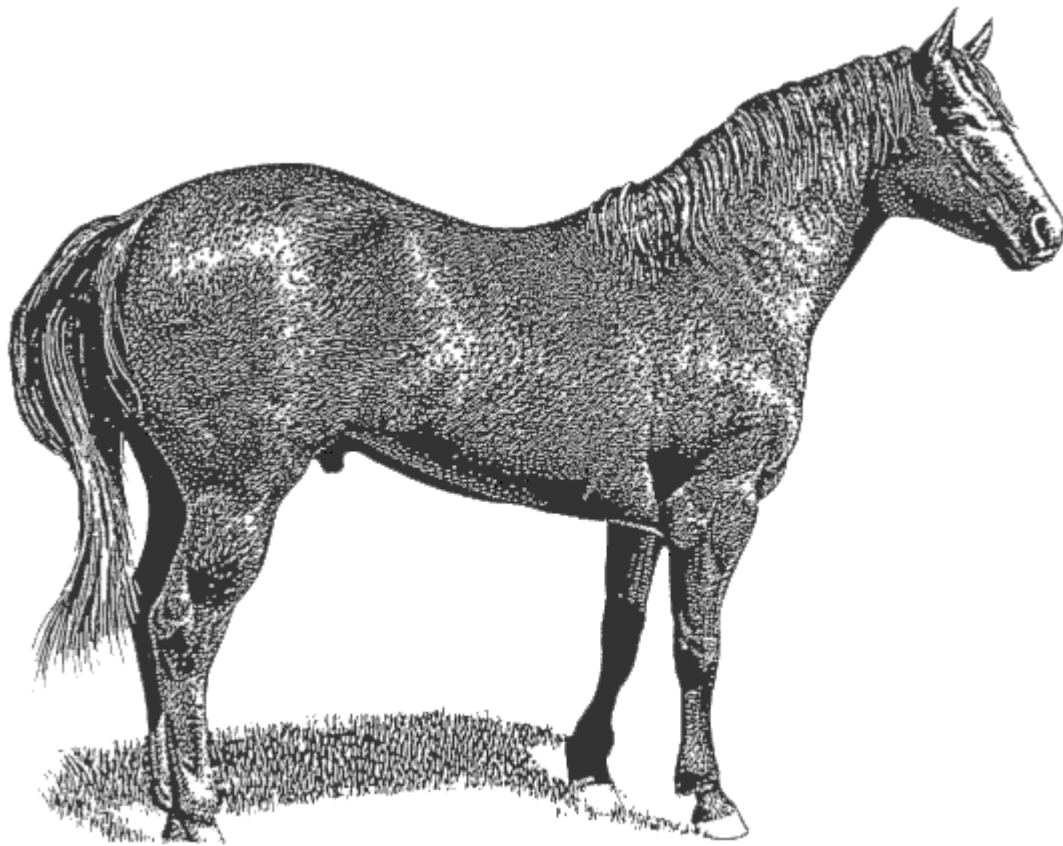




2014 ARKANSAS 4-H HORSE PROGRAM

RULES AND REGULATIONS



The Arkansas Cooperative Extension Service offers its programs to all eligible persons regardless of race, color, national origin, religion, gender, age, disability, marital or veteran status, or any other legally protected status, and is an Affirmative Action/Equal Opportunity Employer.

OBJECTIVES

The purpose of this activity is to help 4-H members to

1. Develop leadership, initiative, self-reliance, sportsmanship and other desirable traits of character.
2. Experience the pride and responsibility of owning a horse or pony and receive training in its care, feeding, management and related costs.
3. Appreciate horseback riding as a healthy and wholesome form of recreation.
4. Develop skill in horsemanship, patience and understanding in handling horses and ponies.
5. Gain knowledge of safety precautions to prevent injuries to themselves, others and their mounts.
6. Develop greater love for animals and a humane attitude towards them.
7. Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.

THE 4-H HORSE PLEDGE

I pledge:

“My Head to clearer thinking” – Working with animals provides mental relaxation from schoolroom studies and at the same time stimulates quick thinking and alertness.

“My Heart to greater loyalty” – The close bond of comradeship that develops between a horse and his master and between young people planning and working together in a common interest is conducive to a deepening sense of loyalty and consideration for others.

“My Hands to larger service” – Skillful hands are a must for a horseman. It is the touch of the hands on the reins which telegraphs the rider’s wish to his mount.

“My Health to better living” – Outdoor activities affect every nerve, muscle and organ of the body in a healthful way.

“For my club, my community, my country, and my world” – The associations and varied activities in 4-H work provide many opportunities for young people to prepare themselves for active participation in the social and economic life of their community.

New Rules and Highlights for 2014

NEW RULES ARE NOTED WITH A HIGHLIGHT THROUGHOUT THE BOOK

1. Only show staff or rules committee will be allowed to discuss rules with competitors at the State and District Shows.
 - a. Parents or club volunteers can discuss rules with their own kids.
2. Beginning after the 2014 show, classes that have less than 5 entries for will be combined into an all-age class the following year. Example: Junior Western Riding and Senior Western Riding. If for 3 consecutive following years, the combined age group class stays below 5, it will be eliminated. However, if the class grows to have at least 5 juniors and 5 seniors, it will be split into junior and seniors once again.
3. In order to comply with USDA law, we must get a DQP for our gaited classes. If we choose not to, there is a set of guidelines we must follow. The committee voted to get a DQP, in an effort to fully comply. To do so, we will need to gather sponsorships from individuals who wish to support the gaited classes to pay for \$700 in fees and expenses for the DQP. Deadline is March 1.
4. AQHA Novice rules will apply in regards to a contestant riding in a snaffle bit, regardless of the age of the horse. Therefore, a contestant may ride in a snaffle bit, regardless of the age of the horse.
5. Ranch Pleasure will now become Ranch Riding. Same rules apply.
6. Ranch Roping has been added to the class list for the final day of the show (Thursday).
7. Tie breakers for all division high points will be number of 1st places, 2nd places, 3rd places, etc. If there is still a tie, in the speed division, the pole bending class will serve as tie breaker. Trail will serve as tie breaker for the judged performance division. Ranch Cutting will serve as tie breaker for the ranch horse division.
8. Adults can now ride at the State Show in warm-up areas. However, this rule is intended primarily for parents and club leaders. We still want to avoid trainers riding at the show (though there is no longer a rule against it).
9. Exhibitors can now show an unlimited number of horses.
10. Helmets must be ASTM approved, not ASTM/SEI.
11. Western Dressage has been added (Intro and Training).
12. A western horsemanship clinic will be Wednesday evening by Jessica Rister. A Ranch Roping clinic will be held Thursday night with Jeremy Cox and Rex Herring.
13. The only horses at the grounds are to be those shown at the show or used as turn back help in Ranch Cutting or Ranch Roping.

Fees for 2014 State Show

Class Fee: \$10.00
One time Registration Fee for Horse Show Classes: \$10.00
Stall Fee: \$15.00 per night
RV Fee: \$20.00 per night
Contest Fee: \$7.00 per individual/per contest
T-Shirts (optional): \$15.00
Clinics - FREE

SOUTHERN REGIONAL 4-H HORSE CHAMPIONSHIP

As of 2012 ALL Participants in the Southern Regional Horse Show MUST wear an approved helmet while on a horse (competition or warm-up).

The 2014 Southern Regional 4-H Horse Championships will be held in Raleigh, SC July 29- August 2nd, 2014.

Each state that participates in the Southern Regional 4-H Horse Championships is allowed 45 horses. Consideration for entry to regionals will not be given until a completed Southern Regional entry form and

appropriate fees are submitted. Any contestant that wishes to go to the southern regional show and show in a class must have shown at the 2014 Arkansas 4-H State Horse Show. Please see above contest rules pertaining to the qualification system for contestants wishing to participate in any contests held at the Southern Regional 4-H Horse Show.

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Arkansas 4-H State Horse Show

White County Fairgrounds Searcy, AR

July 14-17, 2014

	<i>Sunday, July 13th</i>	
2:00 p.m.	Horses can begin to arrive on grounds	<i>Class 19 Western Dressage – Introduction Level – Test 1(WDAA)</i>
		<i>Class 20 Western Dressage – Basic Level – Test 1(WDAA)</i>
	<i>Monday, July 14th</i>	6:00 p.m. Queen’s Contest Interviews (Education Building)
8:00 a.m.	<i>Class 1 Junior Goat Tying</i>	7:00 p.m. Horsemanship Clinic (Arena)
	<i>Class 2 Senior Goat Tying</i>	
	<i>Class 3 Pony Barrel Racing (exhibitors 9 & 10 years old)</i>	
	<i>Class 4 Junior Barrel Racing</i>	
	<i>Class 5 Senior Barrel Racing</i>	
	<i>Class 6 Pony Pole Bending (exhibitors 9 & 10 years old)</i>	
	<i>Class 7 Junior Pole Bending</i>	
	<i>Class 8 Senior Pole Bending</i>	
	<i>Class 9 Junior Stake Race</i>	
	<i>Class 10 Senior Stake Race</i>	
	<i>Class 11 Pony Flag Race (exhibitors 9 & 10 years old)</i>	
	<i>Class 12 Junior Flag Race</i>	
	<i>Class 13 Senior Flag Race</i>	
	<i>Class 14 Keyhole Race</i>	
	<i>**Contests in Education Building**</i>	
5:00 p.m.	Horse Bowl	
	Public Speaking	
	Individual Demonstration	
	Team Demonstration	
5:30 p.m.	Exhibition for Barrel Race	
8:00 p.m.	Youth and Open Jackpot Classes	
	<i>Tuesday, July 15th</i>	
8:30 a.m.	Hippology Contest – (Education Building)	
10:00 a.m.	Tack and Clothes Swap (Arena – near concession Stand. Till 3:00 p.m.)	
11:30 a.m.	Horse Judging Contest – (Arena)	
3:00 p.m.	Hippology and Horse Judging Awards (Arena)	
3:30 p.m.	<i>Class 15 Gaited Pleasure (Western or Saddle Seat)</i>	
	<i>Class 16 Gaited Dressage – Test B</i>	
	<i>Class 17 Dressage – Introduction Level</i>	
	<i>Test B</i>	
	<i>Class 18 Dressage – Training Level</i>	
	<i>Test 3</i>	
		<i>Class 21 Ponies and Miniature Halter</i>
		<i>Class 22 Stock Mares</i>
		<i>Class 23 Stock Geldings</i>
		<i>Class 24 Junior Showmanship</i>
		<i>Class 25 Senior Showmanship</i>
		****30 min Break – Arena Open****
		<i>Class 26 Junior Hunter Under Saddle</i>
		<i>Class 27 Senior Hunter Under Saddle</i>
		<i>Class 28 Junior Hunt Seat Equitation</i>
		<i>Class 29 Senior Hunt Seat Equitation</i>
		*****Lunch Break – Arena Open for 45 mins*****
		<i>Class 30 Junior Trail</i>
		<i>Class 31 Senior Trail</i>
		<i>Class 32 Junior Queen’s Contest</i>
		<i>Class 33 Senior Queen’s Contest</i>
		<i>Class 34 Pony Pleasure (exhibitor’s 9 and 10 years old)</i>
		<i>Class 35 Junior Western Pleasure</i>
		<i>Class 36 Senior Western Pleasure</i>
		<i>Class 37 Junior Western Horsemanship</i>
		<i>Class 38 Senior Western Horsemanship</i>
		<i>Class 39 Junior Western Riding</i>
		<i>Class 40 Senior Western Riding</i>
		<i>Class 41 Reining</i>
		7:00 p.m. Ranch Roping Clinic (Arena)
		<i>Thursday, July 17th</i>
		8:00 a.m. <i>Class 42 Ranch Trail</i>
		<i>Class 43 Ranch Riding</i>
		<i>Class 44 Ranch Cutting</i>
		<i>Class 45 Ranch Roping</i>
		<i>Class 46 Ranch Reining</i>
		<i>Class 47 Ranch Halter (mares and geldings)</i>

RULES AND REGULATIONS

1. *Project Requirements.*

- a. Be a bona fide 4-H member enrolled in a horse project in Arkansas.
- b. Follow directions of adult 4-H leaders and extension agents.
- c. Participate in activities and events related to the project.

2. *Participation.*

- a. **All 4-H Horse Show participants must have passed their 9th birthday prior to January 1, 2014. Senior 4-H members must be 14 years old by January 1st and may remain eligible for 4-H programs until December 31 of the year they celebrate their 19th birthday.**
- b. **Members can show an unlimited number of horses.** Members can enter more than one horse in any the following classes: Trail, western riding, reining, all speed classes, breakaway roping, tie-down roping, team roping, goat tying, ranch trail, ranch pleasure, ranch reining, ranch cutting, ranch roping and all dressage classes. All other classes, members may only enter one horse. The same horse may only be shown once in a class, unless shown by siblings. Siblings may share a horse, even if in the same age division in the above listed classes.
- c. Stallions will not be allowed.
- d. Ponies must be measured at 52 inches or less.
- e. Classes denoted as Junior and Senior pertains to the rider and not the horse.
- f. Only authorized persons will be allowed in the ring at the time of judging.

3. *Classes.*

- a. There are 47 classes within seven qualifying divisions (listed below in table).
- b. All four regional/district horse shows should offer at least one class in the following qualifying divisions. In order to be eligible for the state 4-H show, an exhibitor **must** have shown at their regional/district show. Once an exhibitor shows in a class at their regional show within a division, they are eligible to enter in any class in that select division at the state show. For example, once a participant enters the hunter under saddle at the regional show, that participant will become eligible to show in all hunter division classes at state.

4. *High Point Awards.*

- a. High-point saddles will be awarded in the judged performance division, speed events division, and roping division if sponsorships are available and acquired. Only those classes within that division will count towards that division. There will be one saddle for Junior division and one saddle for Senior division, for a total of six saddles awarded. The points are tabulated on a one horse/one rider combination. Only one saddle can be awarded to a participant. Tie breakers for all division high points will be number of 1st places, 2nd places, 3rd places, etc. If there is still a tie, in the speed division, the pole bending class will serve as tie breaker. Trail will serve as tie breaker for the judged performance division. Ranch Cutting will serve as tie breaker for the ranch horse division.

<i>Halter Division</i>	<i>Judged Performance Division</i>	<i>Speed Events Division</i>	<i>Roping Division</i>	<i>Dressage Division</i>	<i>Ranch Horse Division</i>	<i>Queens Division</i>
Pony and Miniatures	Trail	Barrel Racing	Breakaway	Introduction	Confirmation	Queen Contest
Mares	Western Riding	Pole Bending	Tie-Down Calf Roping	Training	Ranch Trail	
Geldings	Western Pleasure	Stake Race	Team Roping	Gaited	Ranch Riding	
	Horsemanship	Flag Race	Goat Tying	Western - Introduction	Ranch Reining	
	Reining	Keyhole		Western – Basic	Ranch Cutting	
	Showmanship				Ranch Roping	
	Hunter under Saddle					
	Hunt Seat Equitation					
	Gaited Pleasure					

5. Class cancellation.

- a. The show committee reserves the rights to cancel, combine or divide any class or classes. Large classes may be divided for workout at the discretion of judge and/or horse committee.
- b. If a class is cancelled at the regional show due to lack of entries, the 4-H'er will remain eligible to enter that class at the state horse show. If the regional show does not offer a class within a particular division, the participant will be allowed automatic entry into the state show in that particular division.
- c. Beginning after the 2014 show, classes that have less than 5 entries for will be combined into an all-age class the following year. Example: Junior Western Riding and Senior Western Riding. If for 3 consecutive following years, the combined age group class stays below 5, it will be eliminated. However, if the class grows to have at least 5 juniors and 5 seniors, it will be split into junior and seniors once again.

6. Appeals.

- a. The judge's decision as to placing is final. An appeal to the 4-H horse show committee is justified only if there appears to be an error in the conduct or composition of the class. If doubt persists, the decision of the 4-H horse show committee is final. An official protest must be in writing and accompanied by a \$50 remittance (cash only) by the end of the next scheduled event.

7. Liability and Insurance.

- a. Neither the show nor sponsors will be responsible for any accident or injury to the person or property of any exhibitor, spectator, attendant or other people. Any injuries to 4-H members should be reported immediately to the 4-H horse show committee. Accidents or injury to member or rider should be filed by written note indicating type of injury, name and address to the 4-H horse show committee.
- b. 4-H members will be covered with health and accident insurance from the time they leave their homes until they return to their homes. While riding, insurance limits are restricted to \$1,000 maximum.

8. Exercising and riding of horses.

- a. Should be done in designated arenas and warm-up arenas should be done only by a 4-H member or a member's parent or club volunteer/leader.
- b. Handling of horses can only be done by 4-H members, parents, immediate family members or certified 4-H leaders.
- c. There should be no riding bareback or double anytime during the show or on the grounds.

9. Abuse or Abusive Equipment Rule, Unsportsmanlike Conduct.

- a. The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in his/their opinion is unsafe, tends to give unfair advantage or is deemed inhumane. Inhumane treatment of a horse identified by the host show committee at any time during the state 4-H horse show on any location on the show grounds may result in disqualification, dismissal and suspension from further participation in the state 4-H horse show classes, subject to approval of the state 4-H horse show committee.
- b. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or show official appointed by the state 4-H horse show manager. The standard by which conduct or treatment will be measured is what the show management committee rules a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures, would determine to be cruel, abusive or inhumane.
- c. When an exhibitor or exhibitor's parent, guardian, certified 4-H leader, or agent is guilty of unsportsmanlike conduct or misbehavior during the show, the 4-H horse show committee may suspend such exhibitor's right to participate in future classes and/or shows as deemed appropriate. This may include the removal of the guilty party from the show grounds. All persons attending the horse must show sportsmanship throughout the show. Horses must be kept under control. Cruelty to or rough handling of horses will not be allowed any time during the show or on the show grounds and may result in disqualification.

10. Governing Rulebooks.

- a. The National High School Rodeo Handbook will be used for roping, barrel racing, pole bending and goat tying rules not specifically covered in the Arkansas 4-H Horse Show Rules and Regulations. The American Quarter Horse Association Handbook will be used for rules not specifically covered in the Arkansas 4-H Horse Show Rules and Regulations in all other classes.

11. Tack and Equipment.

- a. An official of the show may check the appointments as each horse enters the judging area. However, it is the exhibitor's responsibility to be aware of all rules and enter the arena with the proper tack and attire. Official judges may request removal or alteration of any equipment deemed inappropriate.
- b. Numbers must be worn so that they are visible to judge, ring steward or other show officials.

12. Entries.

- a. If funds to make up for an insufficient check are not collected by the first day of the show, the participant will not be eligible to compete in the regional or state 4-H horse show. There will also be a \$25 fee assessed for insufficient funds.
- b. There will be ABSOLUTELY no entries made at the state horse show. All entries are taken through 4-H online.
- c. Substitutions of another rider during a class will not be permitted.

13. Rule Changes.

- a. Any proposed rule change must be submitted to the State Extension office by October 1st to be eligible for review of the following year. Further, it must be signed by your county extension agent and can be in paper or electronic form.

HORSE HEALTH

Horses for the show must be healthy and sound. A negative equine infectious anemia (Coggins) test conducted within 12 months of the show will be required for all horses entered in the state 4-H horse show.

JUDGED PERFORMANCE AND RANCH HORSE DIVISION

Western Classes:

PERSONAL ATTIRE: In halter, speed events, roping, goat tying, and other western classes it is mandatory to wear appropriate Western attire, including long sleeves and collar (band, standup, tuxedo, etc.). Shirt sleeves may not be rolled up, and shirts must be tucked inside pants when the horse enters the arena for his/her class. Coats, vest, ties, etc. are optional. Spurs, chaps or similar equipment are optional. Ball caps are not acceptable. A Western (cowboy) hat is required, with the exception of speed events. Special exceptions may be made for religious reasons or physical handicap, but must be requested by filing a written request to Arkansas 4-H State Horse Show and obtaining written approval prior to participation. The hat must be on the rider's head when the exhibitor enters the arena. No sweatshirts or T-shirts allowed. Western boots must be worn, and sneaker type "sport shoes" are not acceptable. The dress code must be followed by all participants!

Exhibitors may wear safety headgear (helmet) in any class without judge discrimination. As of 2010, all riders are **required** to wear properly fitted equestrian headgear with fastened chin harness (ASTM/SEI approved helmets) in all speed event classes (barrels, poles, stake and flag races). In classes requiring helmets, the helmet must remain securely fastened on the exhibitor's head the entire time the exhibitor is in the arena. If the helmet falls off or is taken off prior to leaving the arena, the exhibitor will be disqualified. Exhibitors may not be tied, buckled or fastened in the saddle in any manner by any means during competition.

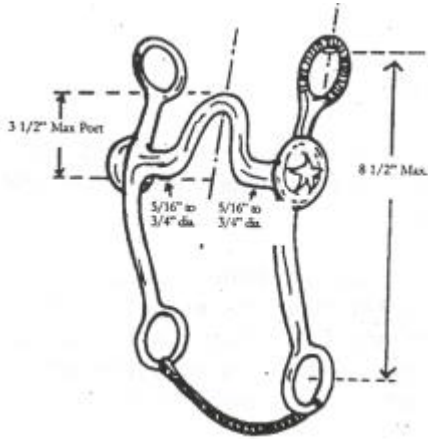
Contestants for all classes will have 60 seconds to enter the arena. If the contestant doesn't enter the arena within 60 seconds, they will be disqualified.

TACK and EQUIPMENT: Horse shall be shown with a stock saddle, but silver tack equipment will not count over a good-working outfit. Horses may be ridden in a snaffle bit, regardless of age of horse. When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge, be at least one-half inch in width and lie flat against the jaw of the horse. A broken strap or chain is not necessarily cause for disqualification. Tie downs are not permitted except in speed events (barrels, poles, stakes, and flag races).

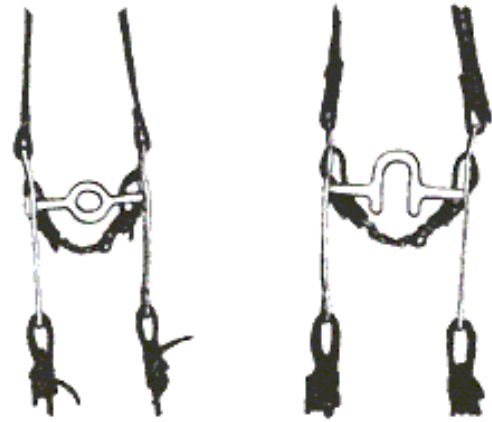
1. References to hackamore mean the use of a flexible, braided rawhide or leather, or rope bosal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of padding or covering. This rule does not refer to a so-called mechanical hackamore.
2. References to snaffle bits in western performance classes mean the conventional O-ring, egg-butt, or D-ring with a ring no larger than 4 inches. The inside circumference of the ring must be free of rein, curb, or headstall attachments, which would provide leverage. The mouthpiece should be round, oval, or egg-shaped, smooth, and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of five-sixteenths of an inch in diameter, measured one inch in from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of three-eighths of an inch to three-fourths of an inch (measured top to bottom, with a maximum length of two inches), which lies flat in the horse's mouth, is acceptable.
3. References to a bit in western performance classes mean the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical devices and should be considered western bits. When using a curb bit, one hand on the reins (split reins) only. Not more than an index finger may be used between reins.
 - a. The maximum length for shanks is eight and one-half inches. Shanks may be fixed or loose.
 - b. Concerning mouthpieces, bars must be round, oval, or egg shaped, smooth and unwrapped metal of five-sixteenths of an inch to three-fourths of an inch in diameter, measured one inch from the cheek. They may be inlaid, but must be smooth or latex-wrapped. Nothing may protrude below the mouthpiece, such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece connecting ring of one and one-quarter inches or less diameter, or a connecting flat bar of three-eighths of an inch to three-fourths of an inch (measured top to bottom with a maximum length of two inches), which lies flat in the horse's mouth, is acceptable.
 - c. The port must be no higher than three and one-half inches maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
 - d. Slip or gag bits, wonder bit, doughnut and flat polo mouthpieces are not acceptable except for speed, roping and goat tying.
4. Horses competing in western pleasure, horsemanship, reining, western riding, trail, and queens that are shown with a hackamore or snaffle bit may be ridden with two hands on the reins.
5. Split or romal reins must be used in the following classes: Trail, reining, western riding, western pleasure, queen's contest, western horsemanship, and all Ranch Horse Division Classes.
6. Whenever this book refers to a romal, it means an extension of braided material attached to closed reins. This extension may be carried in the free hand with 16-inch spacing between the reining hand and the free hand holding the romal. The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.
7. In roping, speed classes, goat tying, western type equipment must be used. Bits, bridles, tie-downs, nose bands, protective boots, and leg wraps are the optional choice of the contestant; however, the judge may prohibit the use of equipment that may be considered severe. No bare metal may be in contact with the horse except for the curb chains.
8. There will be a tack judge at the gate to ensure tack rules are enforced.

WESTERN BITS

An Example of Legal Bit



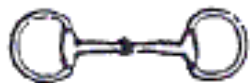
Some Examples of Illegal Bits



Doughnut Bit

Prong Bit

Typical examples of acceptable bits or bosal



Egg butt Snaffle Bit



O-Ring Snaffle Bit



D-Ring Snaffle Bit

Rawhide Bosal



A bosal may also be used

Hunter Classes

PERSONAL ATTIRE: All riders are required to wear properly fitted headgear with a fastened chin harness. ASTM helmets are required. It is the responsibility of the rider, or the parents or guardian or trainer of riders, to ensure compliance.

Clothing must be neat, clean and appropriate for Hunter classes. Riders should wear coats of any tweed or melton (conservative wash jackets in season), breeches, or traditional shades of buff, gray, rust, beige or canary (Jodhpur included), high English boots or Jodhpur boots. Dark blue, brown or black hunting cap and stock, tie or choker is required. Spurs of the unroweled type, crops or bats are optional. Hair must be neat and/or contained (as in net or braid). Gloves are preferred in equitation classes.

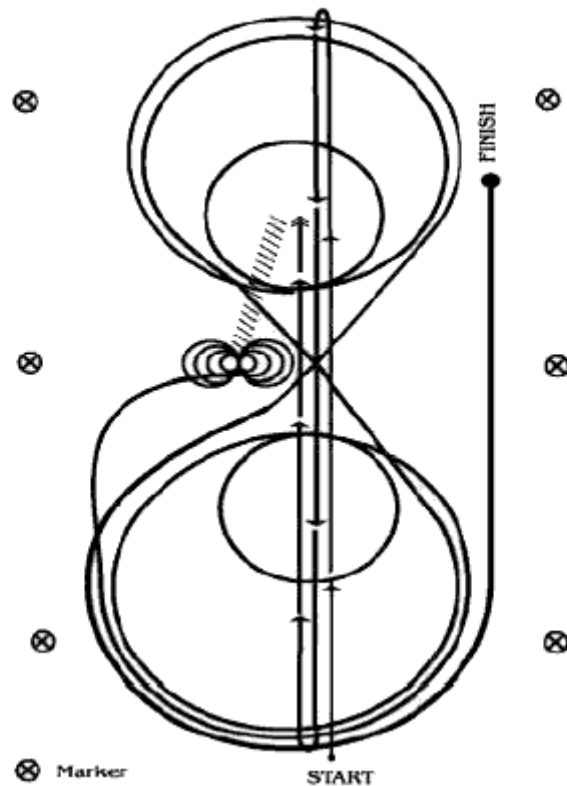
TACK: Clean English forward, hunting or dressage-type saddles. Saddles may have suede seat and/or suede inserts on the skirts. Snaffle, kimberwick, pelham (two reins) or full bridles all with a cavesson noseband are required. Breast plates are optional. Martingales are not allowed in any flat class. Draw reins, hackamores and boots or bandages are prohibited.

PERFORMANCE CLASSES

REINING

1. Each horse will be judged on the neatness, dispatch, ease, calmness and speed with which it performs the pattern. See patterns attached. The horse show judge will select a pattern from one of the AQHA reining patterns.
2. Any horse not following the exact pattern will be disqualified.
3. All contestants are eligible to enter the reining class.

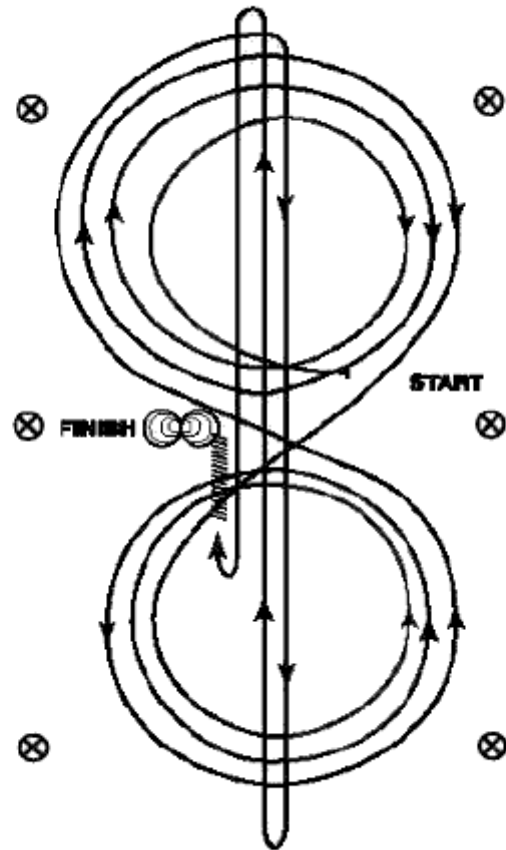
REINING PATTERN NUMBER 1



1. Run at speed to the far end of the arena past the end markers and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
7. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the patter.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 2



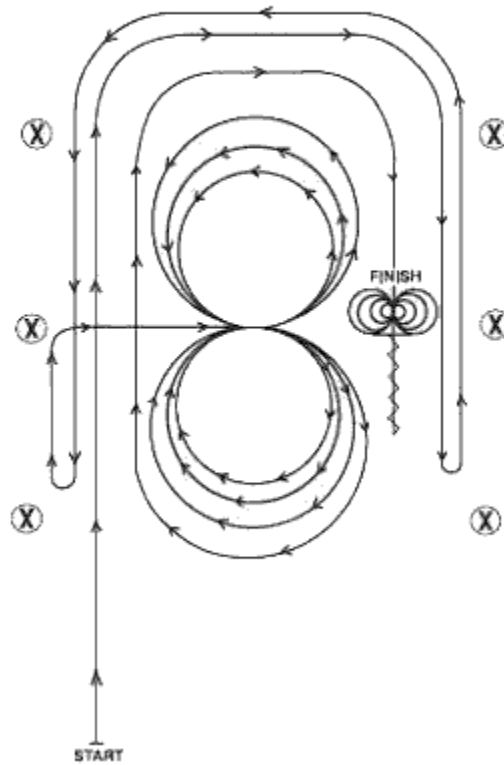
Horse must walk or stop prior to starting pattern.

Begin at the center of the arena, facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left; the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

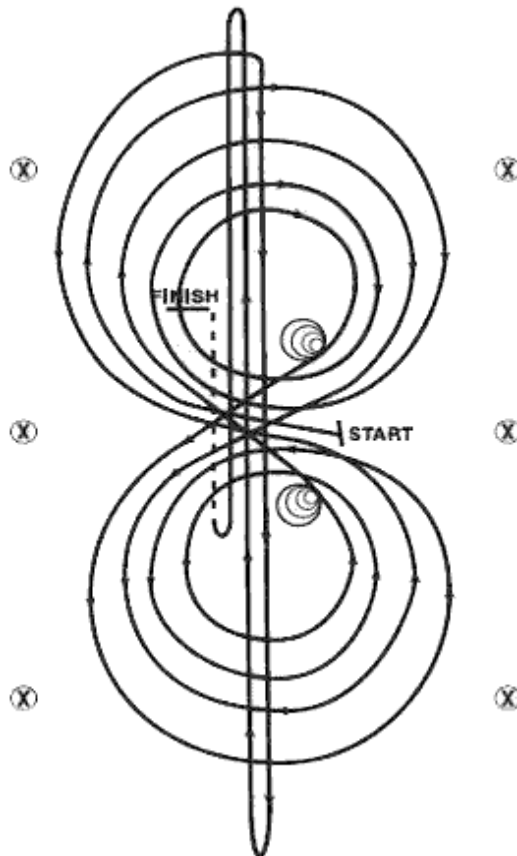
REINING PATTERN NUMBER 3



1. Beginning, and staying at least 20 feet (six meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker, and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena staying at least 20 feet (six meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left; the first two circles large and fast, the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right, but do not close this circle. Continue up the left side of the arena, staying at least 20 feet (six meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (three meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 4



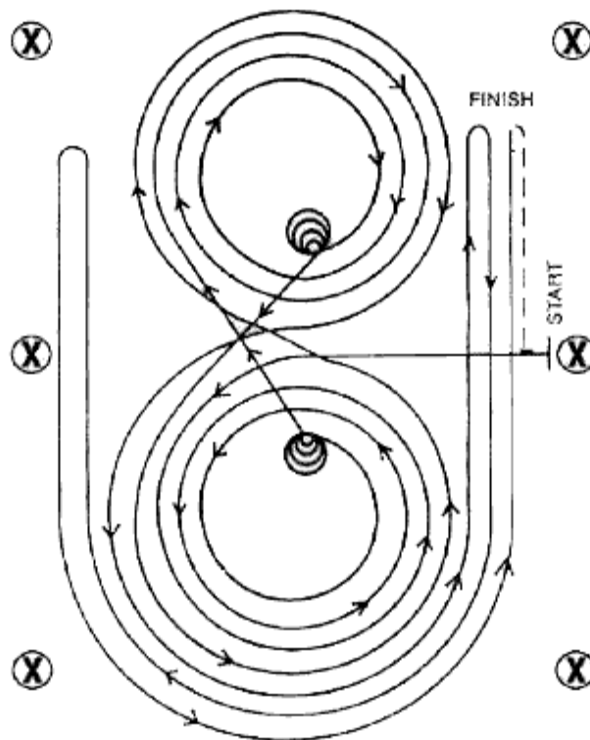
Horse must walk or stop prior to starting pattern.

Begin at the center of the arena, facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first two circles large and fast, the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast, the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 5



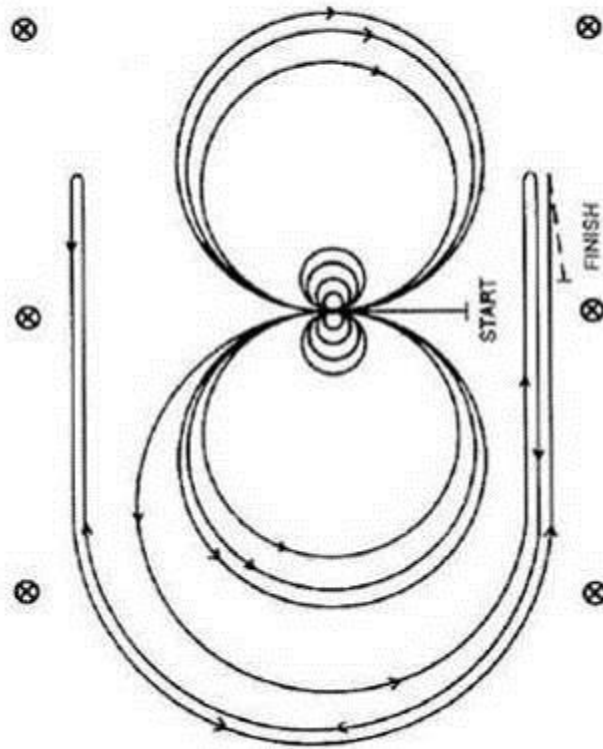
Horse must walk or stop prior to starting pattern.

Begin at the center of the arena, facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left; the first two circles large and fast, the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left; change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left, but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
7. Continue around the previous circle, but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Back up at least 10 feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 6



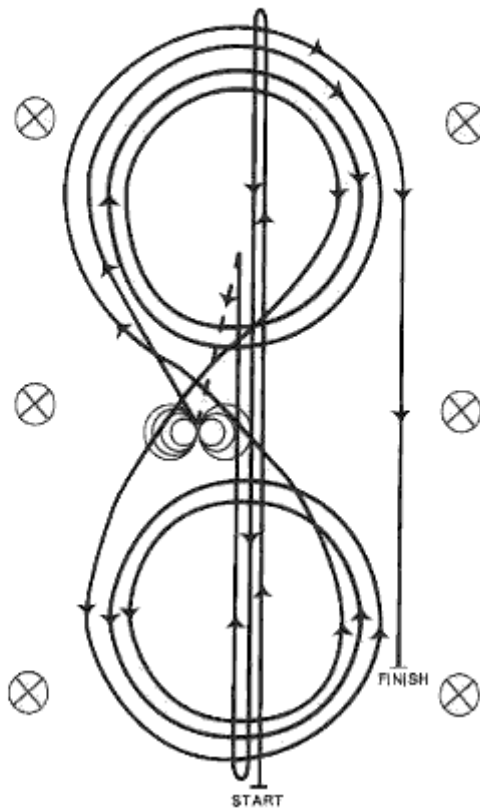
Horse must walk or stop prior to starting pattern.

Begin at the center of the arena, facing the left wall or fence.

1. Complete four spins to the right.
2. Complete four spins to the left.
3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right; the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left, but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle, but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle, but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Back up at least 10 feet (three meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

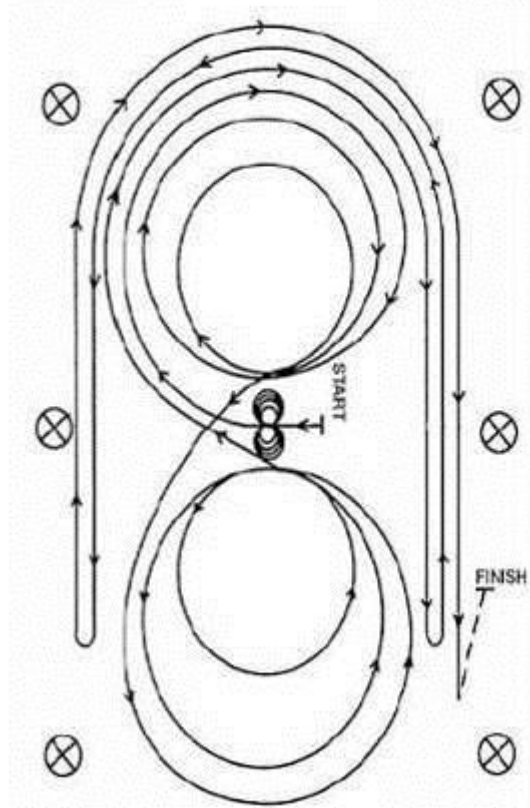
REINING PATTERN NUMBER 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right; the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left; the first two circles large and fast; the third small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 8



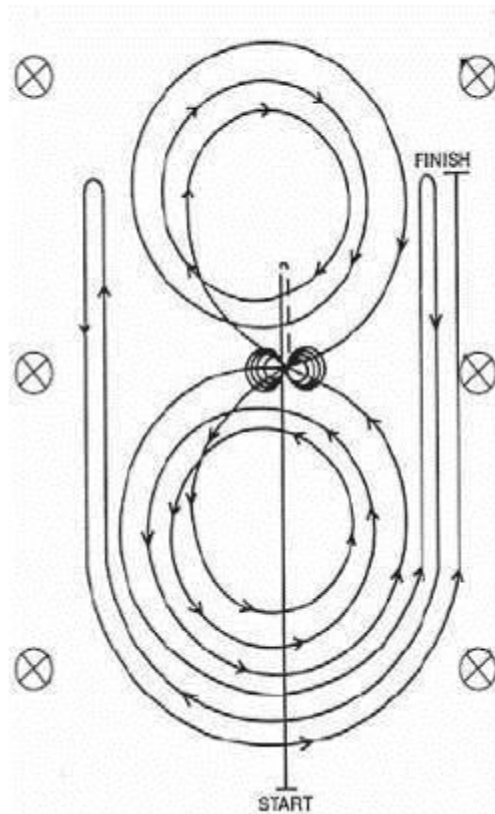
Horse must walk or stop prior to starting pattern.

Begin at the center of the arena, facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right.
3. Beginning on the right lead, complete three circles to the right; the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Back up at least 10 feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

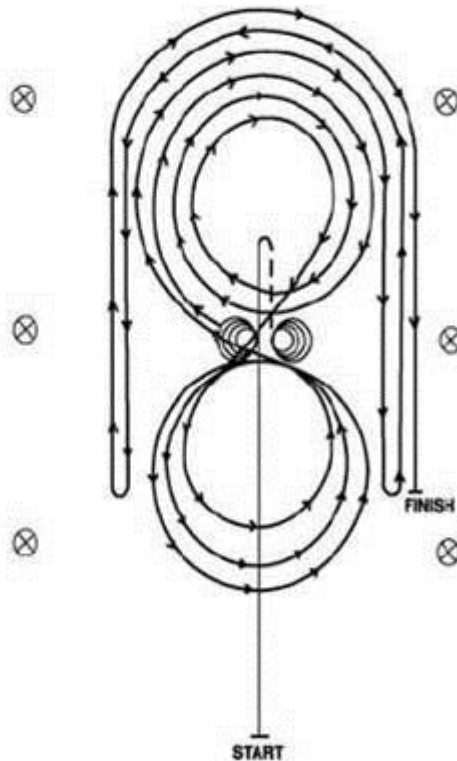
REINING PATTERN NUMBER 9



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the left, but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 10

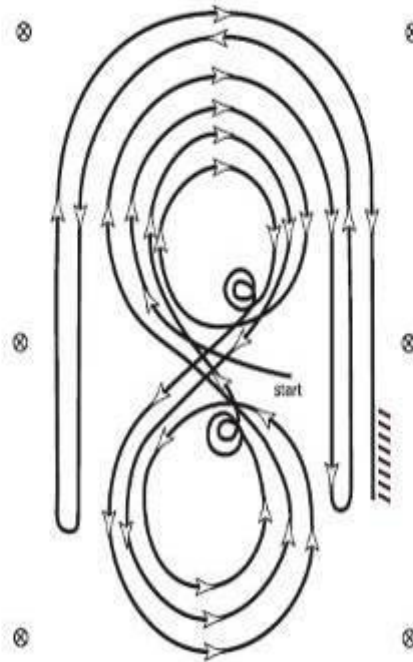


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
8. Continue back around the previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop the bridle to the designated judge.

REINING PATTERN NUMBER 11

Approved only for Novice Amateur, Novice Youth, and 13 and under



Horse must walk or stop prior to starting pattern.

1. Start at the center marker; make a large fast circle to the right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker; at the end of these spins, the horse should be facing the left wall. Slight hesitation.
4. Begin on the left lead and make a large fast circle.
5. Make a small circle, again drawing it down to the center of the arena, then stop, with no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation; horse to be facing the left wall.
7. Take a right lead and make a fast figure eight over the large circles; close the eight and change leads.
8. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the marker and do a rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
9. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (six meters) from the wall or fence—no hesitation.
10. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (six meters) from the wall or fence. Back up at least 10 feet (three meters). Hesitate to demonstrate completion of the pattern.

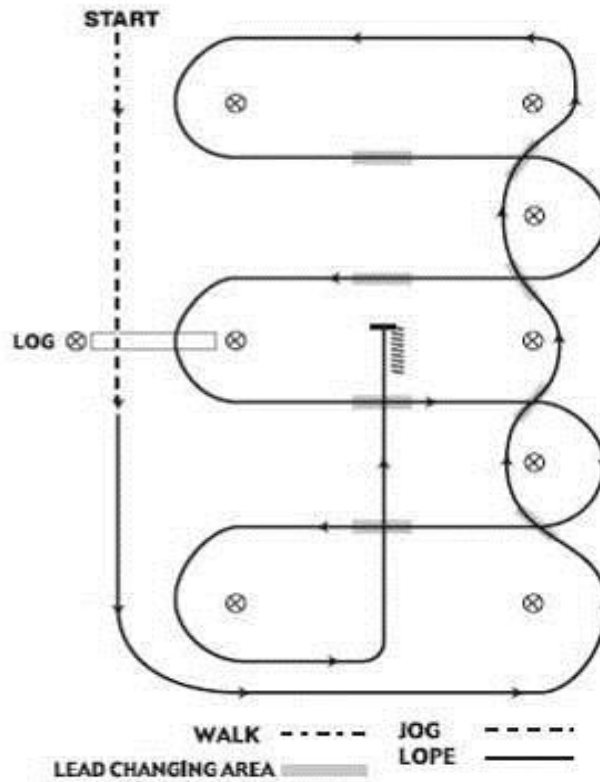
Rider may dismount and drop the bridle to the designated judge.

WESTERN RIDING

1. Western riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy-moving. AQHA Novice Western Riding rules will apply (more than four simple lead changes are permissible without receiving a score of 0).
2. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.
3. The judge will select a pattern from one of the AQHA Western Riding patterns. The judge is responsible for the pattern being correctly set.
4. The pattern:
 - a. The eight small circles represent pylon markers which are recommended. These should be separated by a uniform measured distance of not less than 30 feet, not more than 20 feet on the sides with five markers (see diagram). In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50- to 80-foot width in the pattern, as the arena permits.
 - b. A solid log or pole should be used and be a minimum of 8 feet in length.
 - c. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The recommended lead changing point is equal to one-half stride length before or after the center point between the markers. The dotted line (...) indicates walk, the dash line (- - -) jog, and the solid line (___) lope.
5. Scoring will be on basis of 0 – 100, with 70 denoting an average performance.
 - a. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from 1.5 to -1.5, as in the following examples: -1.5 extremely poor, -1 very poor, -0.5 poor, 0 average, +5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
6. A contestant shall be penalized each time the following occur:
 - a. **Five (5) points**
 - 1) Failure to change leads
 - 2) Kicking out
 - 3) Blatant disobedience
 - b. **Three (3) points**
 - 1) Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area
 - 2) Break of gait at the lope
 - 3) Simple change of leads
 - 4) Failure to change after one stride but changes before next designated change area
 - 5) Additional lead changes anywhere in pattern
 - 6) In pattern one, failure to start the lope within 30 feet after crossing the log at the jog
 - 7) Break of gait at walk or jog for two or more strides

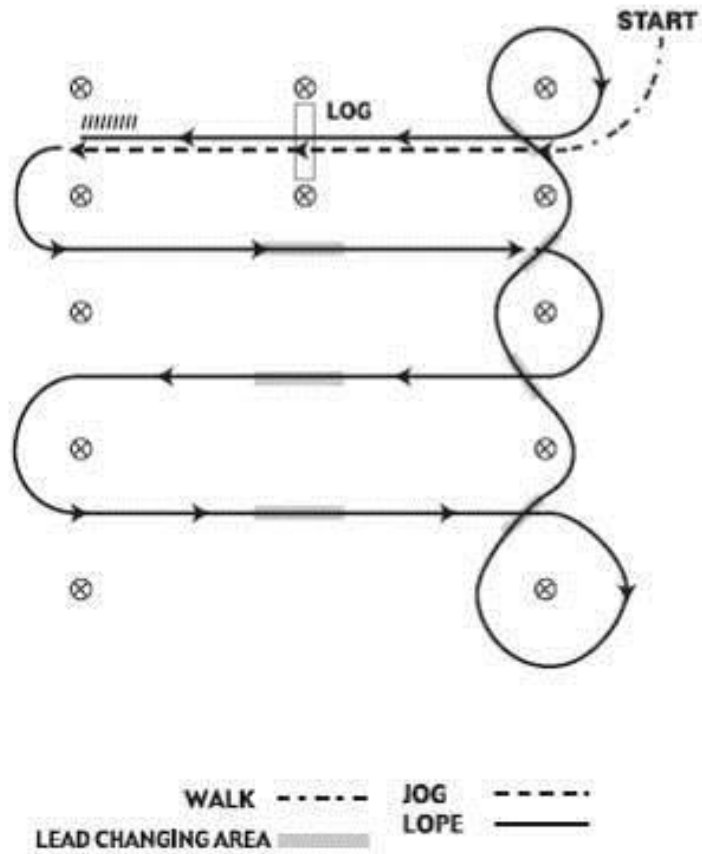
- c. **One (1) point**
- 1) Break of gait at walk or jog up to two strides
 - 2) Hitting or rolling jog
 - 3) Failure to change leads for one stride
 - 4) Splitting the log (log between the two front or two hind feet) at the lope
- d. **One-half (1/2) point**
- 1) Tick or light touch of log
 - 2) Hind legs skipping or coming together during lead change
 - 3) Failure to change leads from one-half to one stride
- e. **Zero score**
- 1) Failure to ground by horse or rider
 - 2) Illegal equipment
 - 3) Willful abuse
 - 4) Off course
 - 5) Knocking over markers
 - 6) Completely missing log
 - 7) Major refusal – stop and back two strides or four steps with front legs
 - 8) Major disobedience – rearing, schooling
 - 9) Failure to start lope prior to end cone in pattern No. 1
- f. **Credits**
- 1) Changes of leads, hind and front simultaneously
 - 2) Changes at designated point
 - 3) Accurate and smooth pattern
 - 4) Even pace throughout
 - 5) Easy to guide and control with rein and leg
 - 6) Manners and disposition
 - 7) Conformation and fitness
- g. **The following characteristics are considered faults and should be judged accordingly in maneuver scores:**
- 1) Opening mouth excessively
 - 2) Anticipating signals or early lead changes
 - 3) Stumbling

WESTERN RIDING PATTERN I



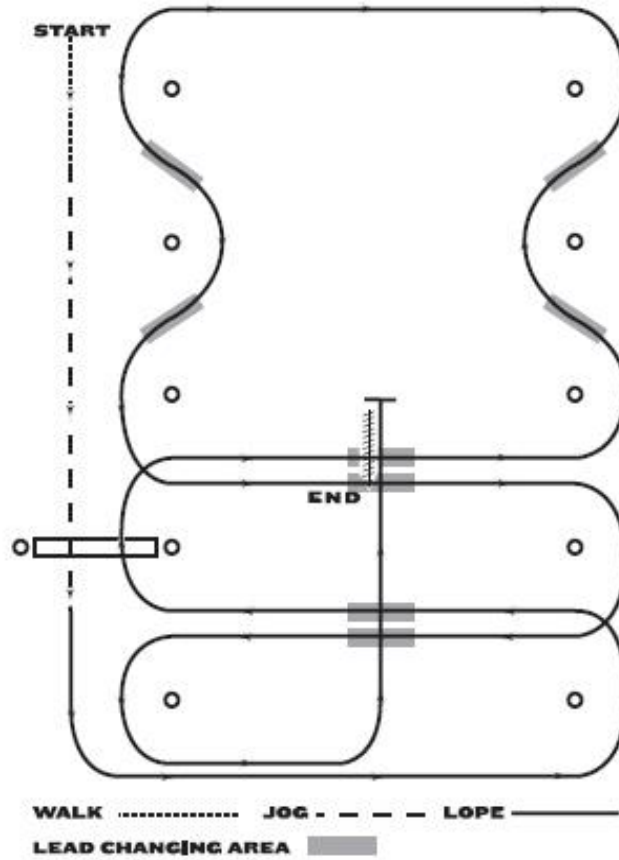
1. Walk at least 15 feet and jog over log
2. Transition to left lead and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change, lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back

WESTERN RIDING PATTERN II



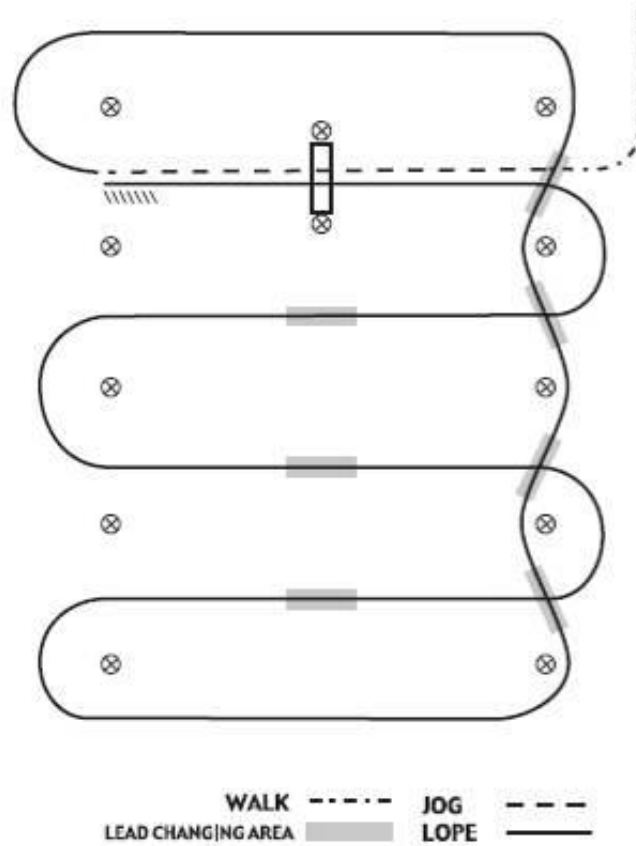
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change
7. Second line change
8. Third line change
9. Fourth line change and circle
10. Lope over log
11. Lope, stop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

WESTERN RIDING PATTERN III



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

WESTERN RIDING PATTERN IV



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop and back

WESTERN PLEASURE

Western pleasure horses to be shown at a walk, jog, and lope both ways of the ring on a reasonably loose rein without undue restraint. *All contestants are eligible to enter the western pleasure class.*

1. Horses are shown at a walk, jog or lope on a reasonable loose rein without undue restraint. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. Horses may be required to reverse at the walk or trot, and may be required to go from any gait to any other gait at the discretion of the judge. For safety of the contestants, a reverse at the lope shall not be called. An extended lope will not be called.
2. The judge may ask that only finalists be backed.
3. Horses are to be reversed to the center of the arena.
4. Large numbers in this class will necessitate elimination heats to accommodate all horses. The suggested maximum number is 25 horses in each heat. Finalists in each heat must be brought to the center of the arena and identified.
5. This class will be judged on the performance of the horse at the discretion of the judge.
6. Reins shall be held in one hand or two hands with a snaffle bit or bosal and cannot be changed during the performance. If showing with one hand on the reins, the free hand shall not be used to support the rider by being placed on any part of the saddle.
7. Contestants must use split reins or romal—roping reins are not permitted. Only one finger between reins is permissible when using split reins.

WESTERN HORSEMANSHIP

Riders will be judged on seat, hands, ability to control and show horse and suitability of horse to rider. Results as shown by performance of the horse are NOT to be considered more important than the method used by the rider in obtaining them. *All contestants are eligible to enter the western horsemanship class.*

1. General

- a) Riders will be judged on basic position in saddle; position and use of hands, legs and feet; ability to control and show horse; and suitability of horse to rider.
- b) Scores on individual work will be based on rider's skills and execution of the pattern.

2. Seat, Position of Hands, Legs and Feet:

- a) Basic position: Rider should sit in a comfortable, balanced, relaxed and flexible manner.
- b) Arms and hands: Arms and hands should be held in an easy, relaxed manner. Upper arms are held in a straight line with the body, the one holding the reins bent at the elbow. Only one hand is to be used for reining, and hands shall not be changed on reins. Hand is to be around reins, with one finger permitted between split reins. Both hands may be used on the reins if showing a horse or pony 5 years of age or younger in either a snaffle bit or bosal. Reins are to be carried immediately above, to slightly in front of, saddle horn. Reins should be gathered so that light contact in the horse's mouth is maintained. Free hand should be bent at the elbow and held close, but not touching the body.

3. Position in Motion

Rider shall sit to the jog and not post. At lope, the exhibitor should be close to saddle.

4. Class Routine

- a) All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The whole class, or just the finalists, must work at all three gaits at least one direction of the arena. The following maneuvers are acceptable in a pattern: walk, jog, trot, extended trot, lope, or extended lope in a straight line, curved line, serpentine, circle, or figure eight, or combination of these gaits and maneuvers; stop; back in a straight or curbed line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two track, or leg yield; flying or simple change of lead; counter canter; or ride without stirrups. A back should be asked for during the class. Judges should not ask exhibitors to mount or dismount.
- b) The pattern must be posted at least one hour before the class begins.
- c) Failure to complete the pattern will not be a disqualification, but shall be scored accordingly.

- d) These individual work scores will be used to determine the top riders, who may be asked to work individually or on the rail.

5. **Faults**

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. A minor fault will result in a one-half to four-point deduction from the exhibitor's score. A major fault will result in a deduction of four and one-half points or more from the exhibitor's score. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.

Faults in the overall appearance of exhibitor and horse include:

- a) Loose, sloppy, dirty or poor-fitting clothing or hat; or loss of hat
- b) Over-cueing with reins and/or legs
- c) Poorly groomed, conditioned or trimmed horse; or poorly or ill-fitted equipment
- d) Excessive staring at judge, head held crooked, or severe turning of the head
- e) Stiff, artificial or unnatural body, leg, arm and/or head position
- f) Reins too long or short, or uneven
- g) Loose leg with open knee, or toes pointed down
- h) Shoulders held crooked or arms held in a straight, unbent position
- i) Exhibitor looking down to check leads or falling forward when stopping
- k) Poor position of exhibitor in saddle; legs too forward or back

Faults in performance include:

- a) Wrong lead or break of gait for a few strides
- b) Oblong or flat-sided circles, or horse dropping shoulder (counter arc) when circling
- c) Stopping rough, crooked, or dropping a hip out when stopping
- d) Backing sluggishly or crooked
- e) Failure to maintain a pivot foot or stepping behind with the front legs when turning, or failure to complete entire 90-, 180-, 270- or 360-degree turn
- f) Horse holding head and/or neck excessively crooked when moving in straight lines or when stopping or backing
- g) Showing resistance when cued or reined
- h) Hesitation during any maneuver unless specified
- i) Failure of horse to stand still in pattern
- j) Imprecise pattern work or rough transitions
- k) Failure to exhibit change of speed when requested

Severe Faults in overall appearance of exhibitor and horse (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:

- a) Touching horse
- b) Grabbing the saddle horn or any other part of the saddle
- c) Cueing with the end of the romal
- d) Spurring in front of the shoulder

Severe Faults of performance (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:

- a) Omission or addition of maneuvers
- b) Turning the wrong way
- c) Knocking over a cone or working on the wrong side of the cones
- d) Kicking at other horses, exhibitors or judge
- e) Severe disobedience or resistance by horse including, but not limited to, rearing, bucking or pawing

Disqualifications (should not be placed) include:

- a) Failure by exhibitor to wear correct number in visible manner
- b) Willful abuse
- c) Excessive schooling or training
- d) Fall by horse or rider
- e) Illegal use of hands on reins
- f) Use of prohibited equipment

TRAIL

1. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles. Trail exhibitors will be whistled off of course if a score of 0 (Disqualification) takes place. The exhibitor will be expected to exit the course once the whistle is blown.
2. Horse shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
3. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog and lope) somewhere between obstacles as a part of its work and quality of movement, and cadence should be considered as part of the maneuver score. Gait between obstacles shall be at the discretion of the judge.
4. Open to all horses and ponies. Hands on reins may be changed. No tie-downs or martingales. The class will have no rail work. Horses may be asked to walk, trot (jog, intermediate gait), and canter (lope) between obstacles.
5. Course will be posted at least one hour before the course is open. Contestants may compete any time, but it is the sole responsibility of the contestant to meet the deadlines. No work-offs or finals.
6. Scoring will be on the basis of zero to infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70, and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from +1.5 to -1.5: -1.5 extremely poor, -1 very poor, -0.5 poor, zero correct, +0.5 good, +1 very good, +1.5 excellent. Obstacle scores are to be determined and assessed independently of penalty points.
7. **Penalties should be assessed per occurrence as follows:**
The following deductions will result:
 - A. **Zero score**
 - a) Use of more than one finger between reins
 - b) Use of two hands or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle
 - c) Use of romal other than as outlined in rules
 - d) Performing the obstacles incorrectly or other than in specified order
 - e) No attempt to perform an obstacle
 - f) Equipment failure that delays completion of pattern
 - g) Excessively or repeatedly touching the horse on the neck to lower the head
 - h) Fall to the ground by horse or rider
 - i) Failure to enter, exit, or work obstacle from correct side or direction, including overturns of more than one-quarter turn
 - j) Failure to correct line within or between obstacles
 - k) Failure to work an obstacle in any manner other than how it's described by the course
 - l) Riding outside designated boundary marker of the arena or course arena
 - m) Third refusal
 - n) Failure to demonstrate correct lead or gait, if designated

- o) Faults that occur on the line of travel between obstacles (cause for disqualification except in novice amateur or novice youth classes), which shall be faults scored according to severity: head carried too low (tip of ear below the withers consistently); over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

B. **1/2 point** - Each tick of log, pole, cone or obstacle

C. **1 point**

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

D) **3 points**

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

E) **5 points**

- a) Dropping slicker or object required to be carried on course
- b) First refusal, balk, or attempting to evade an obstacle by shying or backing more than two strides away
- c) Letting go of gate or dropping rope gate
- d) Use of either hand to instill fear or praise
- e) Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot
- f) Blatant disobedience (kicking out, bucking, rearing, striking)

When setting courses, management should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, junior trail should be less difficult. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse should be the measuring point. Enough space must be provided for a horse to jog (at least 30 feet) and lope (at least 50 feet) for the judges to evaluate these gaits.

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

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

Mandatory Obstacles

1. Opening, passing through and closing a gate. (Losing control of the gate is to be penalized.) Use a gate which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured, and the path the horse is to take should be the measuring point.

The spacing for walkovers shall be 20 inches to 24 inches and may be elevated to 12 inches. Elevated walkovers should be at least 22 inches apart. The spacing for trot-overs shall be 3 feet to 3½ feet, and may be elevated to 8 inches. The spacing for lope-overs shall be 6 feet to 7 feet or increments thereof, and may be elevated to 8 inches. Backing obstacles should be spaced at a minimum of 28 inches. If elevated, 30-inch spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar. Back through and around at least three markers. Back-throughs (L, V, U, straight or similar-shaped course) may be elevated no more than 24 inches.

Optional Obstacles include, but are not limited to:

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

Unacceptable Obstacles:

- | | |
|----------------|--|
| 1. Tires | 7. Rocking or moving bridges |
| 2. Hides | 8. Water box with floating or moving parts |
| 3. Animals | 9. Flames, dry ice, fire extinguishers, etc. |
| 4. PVC pipe | 10. Logs or poles elevated in a manner that permits such to roll |
| 5. Dismounting | 11. Ground ties |
| 6. Jumps | |

The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he or she deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

SHOWMANSHIP

1. **4-H member and equipment:**
 - a. Personal appearance of 4-H member: neat, clean, well-groomed, attentive, courteous and in appropriate attire.
 - b. Equipment: **Western:** Clean, adjusted halter to fit the horse. Fancy halters shall not be given preference over good working halters.
2. **Horse (Fitting and Grooming):**
 - a. The horse should be clean, well-groomed and fitted for its type.
 - b. The horse's feet should be cleaned and either trimmed or properly shod.
3. **Method of Showing (Showmanship):**
 - a. Walk, trot, turn, stop, back and pose your horse as directed by the judge or ring steward.

- b. Lead from the left side of your horse with your right hand on the lead strap or bridle reins. When showing your horse at a walk, walk by its side—never directly in front of it. Your horse’s head should be about even with your shoulder. When moving, keep your horse’s neck, head and body in a straight line and maintain precise control. Move your horse directly toward or away from the judge, unless the judge indicates that he wishes to see your horse from the side.
- c. Show the horse with a shank short enough to assure maximum control and responsiveness from the horse. The basic position of the exhibitor should allow constant observation of the horse’s feet and also permit observation of the judge and ring officials.
- d. Never obstruct the view of the judge, and do not stand directly in front of the horse.
- e. Run by the left side of your horse when you are showing it at the trot. Your horse should move willingly toward or away from the judge with its head, neck and body in a straight line. Your horse should trot freely, fast, and be alert with head up but not too high.
- f. When a particular show ring procedure being used by a judge requires a horse to be reversed, your horse should be turned to the right. Turn in as small a space as possible and attempt to keep the horse’s hind feet planted in one place while turning. All turns should be made naturally. Any turn requiring more than 90 degrees should be made to the right.
- g. Keep your horse posed at all times, and know where the judge is and what he wants. A good showman always gives the judge the best view of his/her horse. You cannot change your horse’s type and conformation, but you can improve its style and appearance. Make it easy for the judge to see your horse to its best advantage.
- h. Keep your proper position in line, and allow reasonable space (at least six feet) between your horse and the other horses. Never let your horse interfere with another horse.
- i. Be alert when leading in a circle. Observe the horse in front of you; bumping a horse from the rear is a serious fault in showmanship and very unsafe.
- j. If asked to change position in line, back your horse out of line and approach the new position from behind. Do not get too close.
- k. Move easily, quietly and with confidence when showing your horse. Be courteous, respond promptly to directions and show good horsemanship at all times.
- l. You must show with the lead shank or bridle rein.

4. **Faults in showing at showmanship:**

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. A minor fault will result in a one-half to four-point deduction from the exhibitor’s score. A major fault will result in a deduction of four and one-half points or more from the exhibitor’s score. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.

- a. Faults in the overall appearance of exhibitor and horse include: poorly groomed, conditioned or trimmed horse; dirty, ragged, poorly or ill-fitted halter, bridle or lead. Poor or improper position of exhibitor: excessively stiff, artificial or unnatural movement around horse or when leading; continuous holding of the chain portion of the lead, lead shank, or reins tightly coiled around the hand or dragging on the ground; changing hands or placing both hands on the lead, except when preparing to show the horse’s teeth.
- b. Faults of the performance include: drifting of the horse while being lead; horse stopping crooked or dropping a hip out when stopping, setting up, or standing; backing, leading or turning sluggishly or crooked; horse not set up properly for the breed or excessive time to set up; failure to maintain a pivot foot during turns or stepping behind right front leg with left front leg when turning to the right; horse holding head and/or neck crooked when leading, stopping, or backing; failure to perform maneuvers at designated markers, but horse is on pattern.
- c. Severe faults of the overall appearance of exhibitor and horse (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include: leading on the off or right side of the horse; complete failure to move around horse by exhibitor and obstructing judge’s view; exhibitor touching the horse or kicking or pointing their feet at the horse’s feet during set up; standing directly in front of the horse; exhibitor wearing spurs or chaps.

- d. Severe faults of performance (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include: severe disobedience including rearing or pawing; horse kicking at other horses, exhibitors or judge; horse continuously circling the exhibitor.
- e. Disqualifications (should not be placed) include: loss of control of horse that endangers exhibitor, other horses or exhibitors, or judge, including the horse escaping from the exhibitor; willful abuse; excessive schooling or training, or use of artificial aids, wrong side, of cone, and being off pattern.

HUNTER UNDER SADDLE

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

HUNT SEAT EQUITATION

1. The rider's performance and skills are being judged in this class. The rider's basic position in the saddle; position and use of hands, legs and feet; ability to control and show a horse; and suitability of horse to rider are important; but the rider's skills and execution must be considered.
2. Riders will not be required to jump.
3. Position:
 - a. **General Appearance** – The rider should have a workmanlike appearance, with light and supple seat and hands which convey the impression of complete control should any emergency arise.
 - b. **Basic Position** – The eyes should be up and shoulders back. Toes should be out at an angle best suited to the rider's conformation; ankles flexed in, heels down, the calf of leg in contact with horse and slightly behind the ball of the foot.
 - c. **Position in Motion** – At the walk and slow trot, the body should be vertical; posting trot, inclined forward; canter, halfway between posting trot and walk; galloping and jumping, same inclination as posting trot.
 - d. **Hands** – Hands should be over and in front of the horse's withers, knuckles 30 degrees inside the vertical with hands making a straight line from horse's mouth to rider's elbow. Hands should not be held tightly together. Method of holding reins is optional, and the bight of reins may fall on either side; but it is more acceptable for the bight of the reins to lie on the off-side. However, all reins must be picked up at the same time. The rider should maintain light contact with the horse's mouth at all times except when standing still.
 - e. **Reins** – The reins of a snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of a pelham or full bridle should be held outside the little finger and curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand, pulled taut and adjusted to even pressure in both hands.

4. Each rider will individually perform a given pattern which may be composed from the optional list of tests below. The judge will score each rider on individual skills and execution of the pattern. Failure to execute or complete the pattern will not be a disqualification but shall be scored accordingly. Scores shall be posted. Optional list of test for hunters, which may be executed collectively or individually:
 - a. Execute a slow sitting trot, posting, and/or extended trot.
 - b. Back.
 - c. Walk from a gallop with the emphasis on hands.
 - d. Halt from a canter.
 - e. Dismount and mount.
 - f. Figure-eight at the trot demonstrating the proper change of diagonals. The rider should be on the left diagonal when trotting in a clockwise direction and on the right diagonal when circling counterclockwise. On the left diagonal, the rider will be sitting in the saddle when the horse's left front leg is on the ground. The rider is on the right diagonal when he is sitting in the saddle when the horse's right leg is on the ground.
 - g. Figure eight at canter demonstrating a simple change of leads. (A simple change of leads is one in which the horse is brought back into a walk or trot before being restarted in a canter on the opposite lead.) Figures should be started at the center of the two circles so that one change of leads is shown.
 - h. Figure eight at the canter on the correct leads demonstrating a flying change of leads. (Change leads without slowing down to a walk or trot.)
 - i. Ride without stirrups.
 - j. Maintain a counter-canter.
 - k. Demonstrate a half-turn on forehand and/or half-turn on the haunches.
5. The final riders will be required to work on the rail to determine final placing. Riders shall enter the ring at a walk in a counterclockwise direction. The riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. The riders may be requested to gallop in safe groups and/or perform additional tests. The reverse may be executed by turning either towards or away from the rail.
6. *All contestants are eligible to enter the hunt seat equitation class.*

GAITED PLEASURE (for Western or Saddle Seat Gaited horses)

1. Horse should be shown with a light rein at a flat trail walk (**NO SHOW WALK**) and a moderate rein at a favorite gait. Horses will enter the arena at a walk.
2. The horse should give the rider a pleasant ride with true road and trail qualities. It should be well-mannered and respond to the rider, displaying soundness, quality and the ability to stand quietly.
3. The favorite gait will be a comfortable, smooth gait displaying no stress on horse or rider.
4. Dress will be western or saddle seat, with exhibitors expected to present themselves in a professional manner.
5. If using western tack, reins can be split or one piece. One- or two-handed is optional in western or saddle seat attire. No colored brow bands or ribbons are permitted. Any standard horse bit may be used, except for gag bit with shanks. Shanks in excess of 9½" in length are prohibited. Shanks are measured from the very top of the metal to the very bottom of the metal, including the rings to which the cheeks and reins are attached.

6. No cavassons or nosebands of any kind will be permitted.
7. Helmet must be worn if riding in Saddle Seat attire.
8. Shoes will be steel-toe (flat shod) and horses will be shod with the frog disposed when riding in western attire and tack. For Saddle Seat attire and tack, open shoeing of the horse is allowed. A period of 7 minutes will be allowed for re-shoeing or tack repair.
9. Action devices are prohibited. Protective boots made of soft rubber or leather will be allowed but are not to exceed 6 ounces in weight.
10. Gaited horses will not be asked to back up.

Ranch Horse Division

Personal Attire: Same as Western Division

Tack and Equipment: See Western Division

Reruns will be determined at the discretion of the judge.

Safety helmets are optional

Ranch Horse Pleasure

- a. This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from one task to another. This horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits.
- b. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will not be given extra credit. The horse should be responsive to the rider and make all required transitions smoothly, timely and correctly. The horse should be soft in the bridle and yield to contact.
- c. Horses shall be shown individually at the walk, trot and lope in both directions. The walk, trot and lope will be extended in one direction only.
- d. The class should be conducted inside of an arena. An arena provides good footing for stops in the pattern. The pattern may be started either to the right or left direction.
- e. The order of gaits shall be: 1) Extended Walk 2) Trot 3) Extended Trot 4) Lope 5) Stop and Reverse 6) Ordinary Walk 7) Lope 8) Extended Lope 9) Trot 10) Stop and Back.
- f. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping. The reverse may be executed in either direction.
- g. Individual Markers shall be setup to designate gait changes. When establishing or setting up markers, the following distances are recommended. These distances will make for a more fluid class to be exhibited and facilitate ease in judging. In smaller arenas, it may be necessary to adjust the course to get distances similar to those recommended.
 - 1) Extended Walk - 75 feet
 - 2) Trot - 120 feet
 - 3) Extended Trot - 240 feet
 - 4) Lope - 150 feet
 - 5) Stop and Reverse
 - 6) Ordinary Walk - 30 feet
 - 7) Lope - 150 feet
 - 8) Extended Lope - 200 feet
 - 9) Trot - 90 feet
 - 10) Stop and Back

The judge shall walk the pleasure class and approve the markers for distances. The judge shall judge the pleasure class from the center of the arena except in extreme circumstances.

a. **Description of Ideal Pleasure Gaits**

The ideal pleasure horse will have a level head carriage at each gait – neither too high nor too low.

1. Extended Walk – A stock horse pleasure walk should be straight, square flat footed, relaxed and should move out freely with horse looking ahead. The extended walk should show more length of stride than the ordinary walk.

2. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.

3. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse would hold this gait for an extended distance.

4. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances

5. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.

6. Reverse – A horse should turn briskly and flat with front feet on the ground and holding an inside rear pivot foot.

7. Ordinary Walk – A stock horse pleasure walk should be straight, square, flat footed, relaxed and should move out freely with no anticipation to move to the next gait.

8. Extended Lope – This gait should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and holding the increased speed while being under control.

b. **Part of the evaluation of this class is on smoothness of transitions.**

There is no advantage to making these transitions with cues that are imperceptible to a judge. Judges expect to see horses that been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit earning situation.

All transitions should be smooth without undue fuss from the horse. Please note that the rules allow for a horse to be taken back (collected) a bit from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is very difficult to achieve, however, a good stock horse will have to make this transition several times during a day's work. This transition is down to the normal or sitting trot not the extended trot.

Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that bring the hocks together to go into a stopping position should be penalized according to the magnitude of the error.

c. **Scoring Stock Horse Pleasure**

Each gait, including transitions toward that gait, will be scored from 1-10. There will be 5 scores in each direction for a total of 10 scores and a maximum of 100 points for each horse's work.

The scoring guide for each maneuver, including transitions, is as follows:

- **1-4 Points** – Major faults such as wrong lead, broken gait, lack of control, very poor quality of gait, failure to perform requested gait.
- **5-7 Points** – Average quality of movement of gaits and transitions with minor or no faults
- **8-10 Points** – High quality mover that is functionally correct in gaits and transitions. Well-mannered and responsive.

Ranch Horse Reining

This class measures the ability of the western stock horse to perform many basic handling maneuvers. The Arkansas Stock Horse Association has five recognized regular patterns plus two Novice & Youth Patterns. The patterns are broken down into either 7 or 8 maneuvers to be scored a maximum of 10 points each. For a list of patterns, please see reining patterns in Western Performance Division.

a. These maneuvers include:

Stops

Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs.

Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.

Spins

Spins are a series of 360-degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs and contact should be made with the ground and a front leg. The location of hindquarters should be fixed at the start of the spin and maintained throughout the spins.

Rollbacks

Rollbacks are the 180 degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a canter, as one continuous motion. There should be no hesitation; however a slight pause to regain footing or balance should not be deemed hesitation. The horse should not step ahead or backup prior to rolling back.

Circles

Circles are maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide and degree of difficulty in speed and speed changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed and size of a small, slow circle and a large, fast circle and the speeds to the left and right should be consistent.

Backups

A backup is a maneuver requiring the horse to be moved in a reverse motion in a straight line a required distance, at least 10 feet.

Hesitate

To hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in a pattern. In a hesitation, the horse is required to remain motionless and relaxed. Reining patterns require a hesitation at the end of the pattern to demonstrate to the judge(s) the completion of the pattern

Lead Changes

Lead changes are the act of changing the leading legs of the front and rear pairs of legs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid deductions.

Run Downs and Run-arounds

Run downs are runs through the middle of the arena, and runs along the side and ends of the arena. Run downs and run-arounds should demonstrate control and gradual increase in speed to the stop.

b. Scoring Ranch Horse Reining

Credits:

- + Overall smoothness of pattern
- + Degree of difficulty exhibited by stops, spins and rollbacks and speed in circles and run-outs.
- + Horse should guide willingly without undue resistance.
- + Lack of set-ups or anticipations in the execution of any of the maneuvers.
- + Exhibiting finesse, attitude, quickness, authority and controlled speed while completing a correct maneuver

Deductions: *to be subtracted from maneuver scores are as follows:*

Five Point Deductions:

1. Blatant disobediences, including kicking, bucking or rearing.
2. Spurring in front in cinch or the use of either hand to instill fear or praise.

Two Point Deductions:

1. Break of Gait
2. Freeze up in spins or rollbacks. A freeze up is any time the lateral movement of horse's shoulders is completely stopped and has to be restarted to complete the maneuver.
3. In trot in patterns, failure to stop or walk before executing a canter departure.
4. In run in patterns, failure to be at a canter before first marker
5. Failure to completely pass a specified marker before initiating a stop.

6. Using two hands on a curb bit or using more than one finger between split reins or any finger between romal reins will result in a two point run content deduction each time there is a violation. The free hand may be used to straighten excess rein at any place a horse is allowed to be completely stopped during a pattern.
7. Over or under spinning of more than one-fourth turn.
8. Jogging more than two strides to start circles or exit rollbacks.

One point Deduction:

1. Each time a horse is out of lead. Penalties are cumulative for each occurrence and each one-fourth circle.

One-half point Deduction:

1. Jogging less than two strides to start circles or exit rollbacks.
2. Failure to maintain a minimum of twenty feet from wall or fence for stops or rollbacks on standard patterns with the exception of Novice & Youth Pattern # 1.
3. For one stride delayed lead change

Ranch Roping

The idea of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate the cow from herd and should not receive credit for separation from herd. If the cow is separated from the herd there should be no excessive running or cutting of the cow.

1. This is a judged event with a 2 minute time limit. There shall be a 30 second warning given prior to the end of the run. The rope must be thrown and the contestant may rebuild and throw an unlimited number of loops. No credit will be given for additional loops after a successful catch of any part of the animal. The honda on the rope used must be of a breakaway design.
2. The arena for this event will be shortened with the addition of portable panels. The exhibition area should be normal width of the arena (usually 100 to 150') by 60' – 75'. Horse and rider must start from an entrance gate which will be opposite from where ten (10) calves/yearlings are held as a herd with each bearing a number 0 - 9. A random draw will be used to select the calf to be roped, which will be announced to the contestant when the horse enters the arena gate.
3. The show committee will provide 2 herd holders. The sole duty of the herd holders is to settle the cattle between runs.
4. The contestant must make a legal catch (both horns, half head or around the neck) of the designated calf and dally up. When the calf breaks free from the honda, the Flag Judge will signal the end of the run.
5. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.
6. Each maneuver will be scored from a plus three to minus three in ½ point increments.
 - a. Ability to sort
 - b. Rating
 - c. Stopping
 - d. Ability to rope out of the herd without disturbing other cattle
 - e. Dallying
7. Penalties
 - A. Ten (10) point penalty
(1) Roping any portion of the cow other than the head/neck.
 - B. Five (5) point penalty

- (1) Multiple loop run (penalty may be assessed for each rebuild with a maximum of 15 points taken)
- (2) Loss of cow (re-cut in the herd)
- (3) Excessive running/scattering of the herd
- (4) Blatant disobedience including kicking, biting, rearing or striking
- C. Three (3) point penalty
 - (1) Holding cut too long without roping
- D. One (1) point penalty
 - (1) Loss of working advantage
- E. Zero (0) score / DQ
 - (1) Running into or over cattle
 - (2) Schooling
 - (3) Whipping or hitting horse with rope
 - (4) Thrown from horse
 - (5) Fall to ground
 - (6) Loss of rope
 - (7) Bucking
 - (8) Roping wrong cow
 - (9) Roping more than 1 cow with the same loop

Ranch Cutting

To be judged on a horse's smoothness, cow sense and natural ability to read and work a cow. Horse should display lightness of handle and quietness in the herd. Settling of the herd is permissible but not by the first exhibitor in the class

- a. Minimum number of cattle in the herd will be ten (10) to be located at one end of the arena.
- b. A pen with gate and wing located on the fence line, size and degree of difficulty option of judge.
- c. All cattle should be clearly marked with numbers. However it is permissible to use more than one cow with the same number if the cattle or obviously different (red vs. black). This may be done in situations where an odd number of entries are in the class (11 vs. 10). In extenuating circumstances only non-numbered cattle may be used however, the judge should make every effort to insure that no rider is given an advantage or disadvantage due to the way cattle are identified.
- d. There is a 3 minute time limit starting from the time the cow's number is called. A time line at the middle of the arena should be designated. The cow number (or other identification) should be called when the rider crosses the line. The object will be to cut one cow from the herd and work cow with the assistance of two turn back riders. (Two herd holders may be used but only for the purpose of keeping the cattle centered in the arena. Once the cow is separated from the herd they should not assist the rider being judged other than verbally. Noise directed at the cattle by the herd holders is not allowed.
- e. Once the cow is clearly separated from the herd a 5 pt penalty will be charged if the cow re-enters the herd (lost). On the second occurrence, a 2nd 5 pt. penalty will be assessed and the judge will signal the rider to stop work. This will not be cause for disqualification but a rider that loses a cow twice should not place over a rider that does not. The rider must drive the cow into the pen and close the gate. Failure to do so will also result in a 5 pt. penalty and the rider cannot place over one that does pen the cow.
- f. A signal whistle will be blown at 90 seconds and at conclusion of 3 minutes
- g. Scoring will be on a basis of 0-80

Penalties:

- a. Excessive help by herd holders or turn back riders -5 pts. per incident
- b. Allowing cow to return to the herd after it is clearly cut -5 pts per incident
- c. Failure to pen the cow within the time limit -5 pts
- d. Loss of working advantage by more than 1 horse length - 1 pt. per incident
- e. Gaping mouth when reined-1pt.
- f. Excessive spurring-3 pts.
- g. Biting, striking, or kicking a cow-3 pts.

Credits:

- a. Quiet in the herd and smoothness of cut
- b. Degree of difficulty

- c. Time spent working
- d. Expression by the horse and making moves with little rider assistance
- e. Holding and controlling the cow
- f. Amount of work actually done and the degree of difficulty of the work

Deductions:

- Missing cow badly on turns
- Horse having to be handled excessively
- Letting cow escape

Horse will not be penalized for reining during cutting portion but should display horse's natural cow ability in controlling and driving the cow.

The judge will use and post the ArSHA judges score sheet.

The show committee should provide a pen with a 6 to 8 foot closeable gate and a wing of no more than 12 feet. If so desired the fence can serve as the wing.

Ranch Trail

The rider has the option of eliminating an obstacle and taking a score of "0" for the missed obstacle. A judge may ask a horse to pass on an obstacle after three refusals or for safety concerns.

Trail Credits:

- + Credit is given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed.
- + Horse should receive credit for showing attentiveness to obstacles and capability of picking their own way through the course when the obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
- + Quality of movement and cadence should be part of the maneuver score for the obstacle.

Trail Deductions:

Minor Deductions:

- Artificial appearance and/or unnecessary delay while approaching or going through obstacles.
- Each tick of an obstacle
- Break of gait at walk or jog
- Placing both front or hind feet in a single-strided slot or space
- Skipping over or failing to step into a required space
- Split pole in lope-over
- Stepping on a log, pole, cone or obstacle

Major Deductions:

- Wrong lead or breaking gait at lope
- Stepping outside the confines of; falling off or out of an obstacle such as a back thru, bridge, side pass, box, or water box
- Refusals, balk, or attempting to evade an obstacle by shying or backing
- Blatant disobedience (kicking out, bucking, rearing, striking)
- Failure to ever demonstrate correct lead or gait, if designated
- Failure to complete obstacle

Confirmation

The purpose of this class is to preserve American Quarter Horse type by selecting well-mannered individuals in the order of their resemblance to the breed ideal and that are the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. The ranch conformation class must be held after the conclusion of the other four events.

- a. All sexes will be shown together as one class.
- b. Horses are to be shown in a good working halter: rope, braided, nylon or plain leather. Horses will walk to the judge one at a time.
- c. As the horse approaches, the judge will step to the right to enable the horse to trot straight to a cone placed 50 feet away. At the cone, the horse will continue trotting, turn to the left and trot toward the left wall or fence of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge.
- d. The judge shall inspect each horse from both sides, front and rear and place the horses in order of preference.

QUEEN CONTEST

Contestants in the queen's contest will be selected by the counties, and each county will determine its own method of selection. Counties may send multiple contestants. All 4-H contestants entered in the queen's contest must meet the same qualifications as other members participating in the 4-H horse show.

Selection of the 4-H Horse Show Queen

The horse show judge will judge the queen's contest with 50 points on horsemanship, 25 points on appearance, 25 points on interview and 25 points on speech.

The contestant will be judged on the performance of the following pattern on their horsemanship ability: Pattern may be executed fast or slow, but correctness of maneuvers will be emphasized. Time limits for speeches will be 2-5 minutes for Juniors and 5-8 minutes for Seniors. There will be a five-point penalty per score sheet for over and under allocated time for speeches. Topic of speech should include how 4-H and horses have helped influence your life.

Dress Code

Dress for the queen's contest will be western wear, and gloves are optional. Clothing must be clean and neat. Riders shall wear hats or safety helmets and boots. Shirts with a collar and sleeves are required. Spurs, chaps or similar equipment are optional. Ball caps are not acceptable.

Tack and Bits

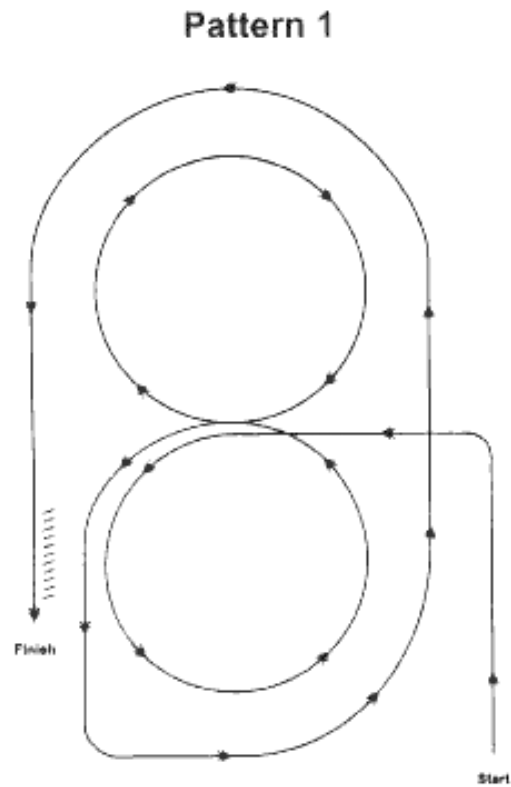
Tack and bit requirements are the same as listed under Judged Performance Division Appointments.

Awards

The state horse show Senior and Junior queens will be crowned by their respective reigning queen. The new queens shall reign during the horse show and represent Arkansas 4-H members throughout the year. They should anticipate participation in various public events during their reigns as ambassadors for 4-H.

Queen contestants may compete in other phases of the Horse Show if they are eligible.

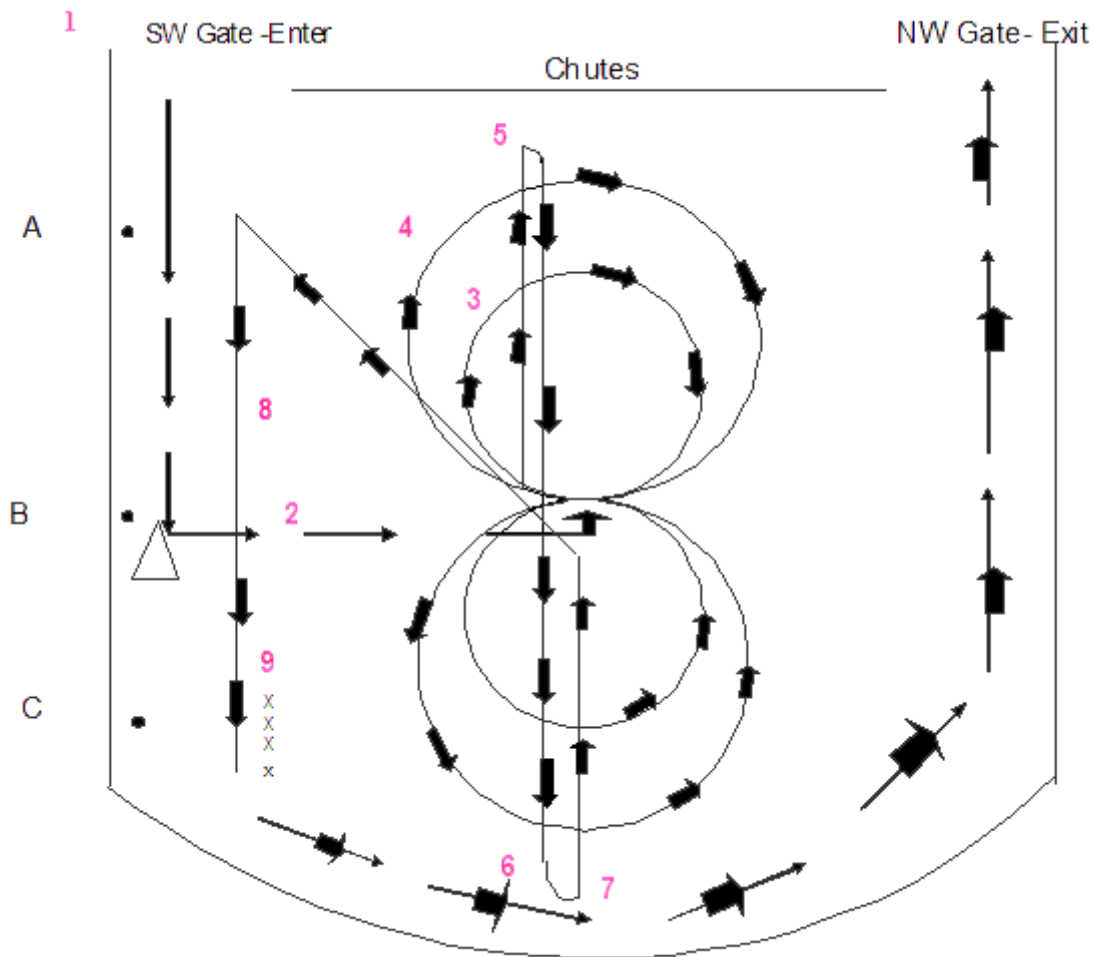
Queen's Pattern 1



Horsemanship Pattern 1:

1. Do extended jog along side of arena, then to center.
2. Begin lope at center of arena and lope left circle on left lead.
3. Change leads at center of arena and lope right circle on right lead.
4. Change leads and continue loping around end of arena.
5. Once on the straight, increase speed and continue around end of arena.
6. Stop and back.

Queen's Pattern 2



1. Each contestant will enter the arena dismounted, leading her horse in at the southwest gate.
2. She will proceed down the south side of the arena to Marker B. At Marker B, she will greet the judge and mount.
3. Trot to the center of the arena and stop. Turn left towards the bucking chutes, stop and settle the horse.
4. Start the first figure-eight slow and in the right lead. Change leads at the center of the figure-eight.
5. Second figure-eight – larger and faster; change leads at the center of the figure-eight.
6. At close of second figure eight, proceed to end of arena and stop. Do a roll back to the right.
7. Proceed to the other end of arena, stop, and do a roll back to the left.
8. Return to the center of arena at a walk or trot, and proceed to marker A at a trot. Stop at Marker A.
9. Turn to your left and lope to Marker C, and stop. Back five (5) steps and stop.
10. Exit the arena through the northwest gate at a lope.

SPEED DIVISION

Personal Attire: Same as Western Division

Tack and Equipment: See Western Division

In roping, speed classes and goat tying, western-type equipment must be used. Bits, bridles, tie-downs, nose bands, protective boots, and leg wraps are the optional choice of the contestant; however, the judge may prohibit the use of equipment that may be considered severe. No bare metal may be in contact with the horse's head.

No rerun will be given due to faulty or broken equipment furnished by the contestant or due to accident to horse or rider. The battery digital clock will be the first backup time, and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at the time designated by the judges and arena director, plus any penalties. Contestants will carry any penalties with them if they are granted a rerun. If the speed event is removed, postponed or rerun for safety reasons due to ground condition, reruns will be penalty-free.

Exhibitors are **required** to wear a helmet in each speed event class (barrels, poles, stake, flag, and keyhole races). The helmet must fit and be worn properly. ASTM approved helmets are required in all speed events. Exhibitors may not be tied, buckled or fastened in the saddle in any manner by any means during competition.

GENERAL RULES:

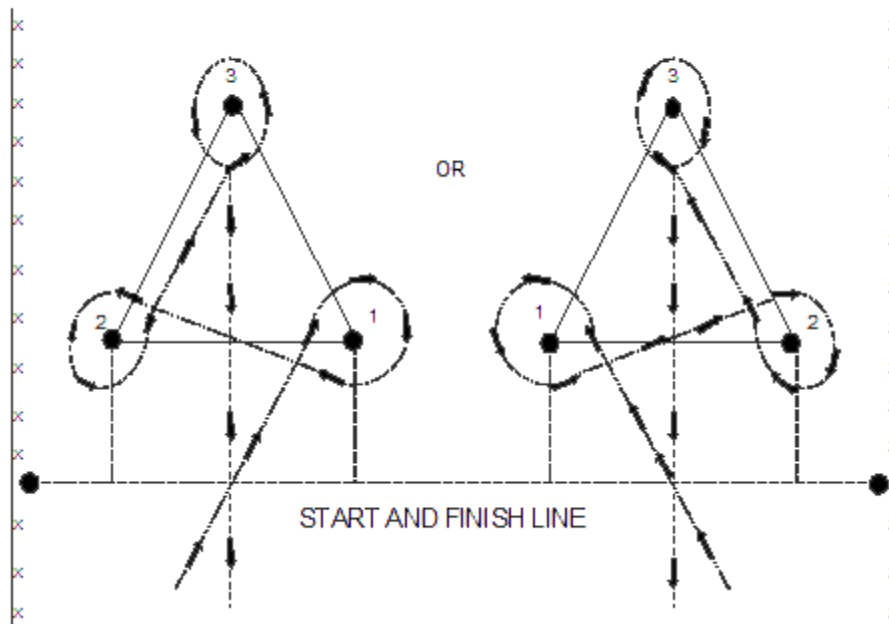
1. Each contestant will enter the arena from within a designated area behind the arena gate. Arena conditions and show management will determine where the run will begin and end. The gate in speed events may be closed unless show management determines otherwise for safety reasons.
2. The contestant is allowed a running start. Timing shall begin as soon as the horse reaches the starting line and will be stopped when the horse passes over the finish line.
3. An electric timer, when accessible, will be the official time. Otherwise, at least two watches shall be used, with the average time of the two watches to be the official time. Starting line markers or electric timers, when possible, shall be placed against the arena fence.
4. The judge, at his or her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.
5. In the event of a tie, the contestants will flip a coin to determine the winner.
6. In the event of show management problems (i.e.: timer malfunction, etc.), the contestant will receive a rerun. The contestant shall have the option of performing the rerun immediately or electing to move to the end of the class and rerun.
7. No assistance, to either horse or rider, is permitted past the arena gate or rope barrier.
8. Exhibitors may not be tied, buckled or fastened in the saddle in any manner by any means during competition.

BARREL RACING

1. Knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A superintendent, ring steward or some other official may be designated to make these calls in the absence of the official show judge.
2. The course must be measured exactly. If the course is too large for the available space, then the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space should be left between barrels and obstacles.
3. Western-type equipment must be used. Use of mechanical hackamore or other type of bridle is optional; however, the timer or judge may prohibit the use of bits or equipment that he may consider severe.
4. Barrel racing is a timed event. Each contestant will begin from a running start. An electric timer, when accessible, will be the official time. Otherwise, at least two watches shall be used, with the average time of the watches to be the official time.

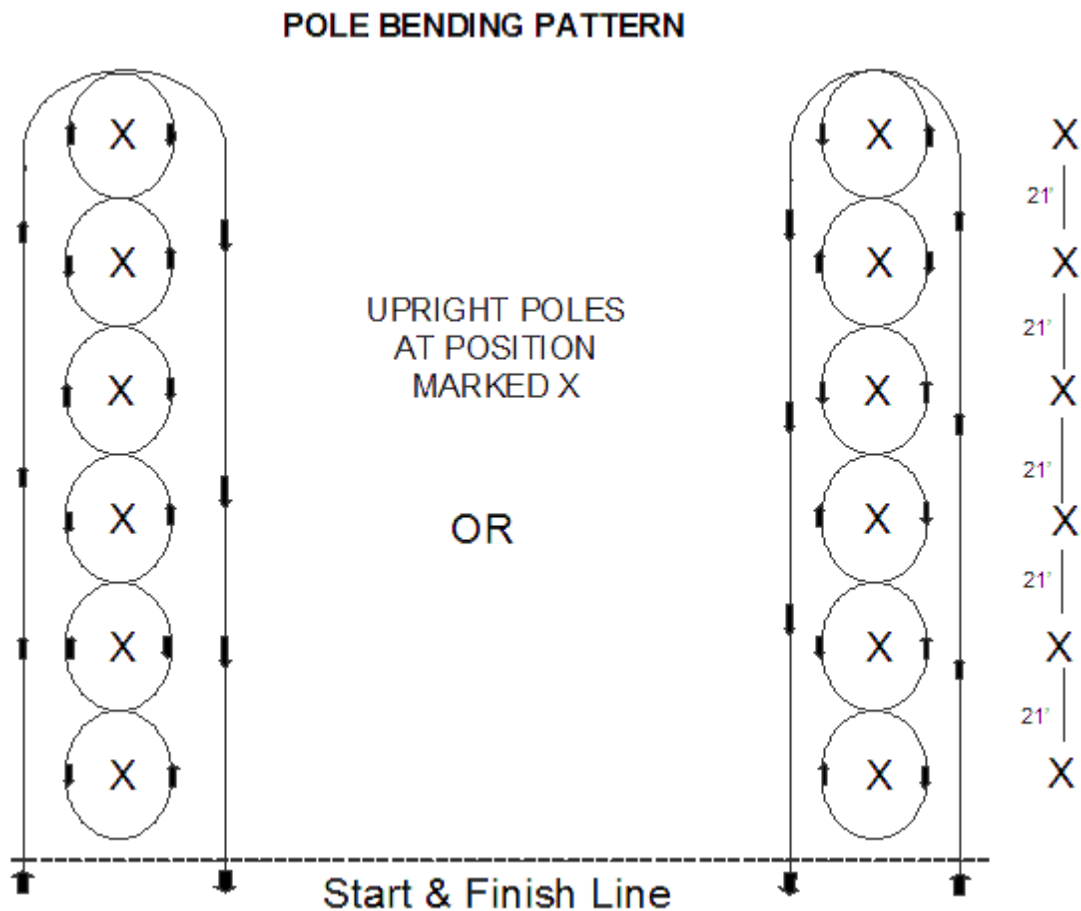
6. The contestant is allowed a running start. Timing shall begin as soon as the horse reaches the starting line, and will be stopped when the horse passes over the finish line. Arena conditions and show management will determine where the run will begin and end.
7. Set the course so that a horse may have ample room to turn and stop. (All barrels need to be at least 21 feet from the fence.)
8. In the event of a timer malfunction or show management problems, the contestant will receive a rerun at the end of the class. Contestants running toward the lower end of the working order will be allowed a reasonable length of time before they are asked to rerun.
9. *All contestants are eligible to enter barrel racing.*

BARREL RACING CONTEST



POLE BENDING

1. The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line.
2. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
3. Knocking over a pole shall carry a five (5) second penalty. Touching the pole with the rider's hand is allowed. Failure to follow the course shall cause disqualification. A superintendent, ring steward or some other official will be designated to make these calls in the absence of the judge.
4. Pole bending is a timed event. Each contestant will begin from a running start. An electric timer, when accessible, will be the official time. Otherwise, at least two watches shall be used, with the average time of the watches to be the official time.
6. Western-type equipment must be used. Use of mechanical hackamore or other type of bridle is optional; however, the timer or judge may prohibit the use of bits or equipment that he may consider severe.
7. *All contestants are eligible to enter pole bending.*



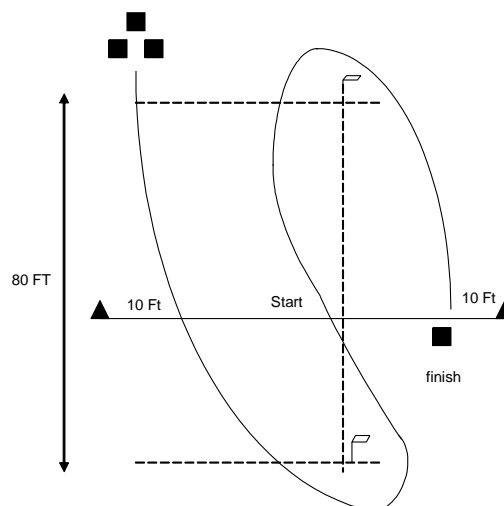
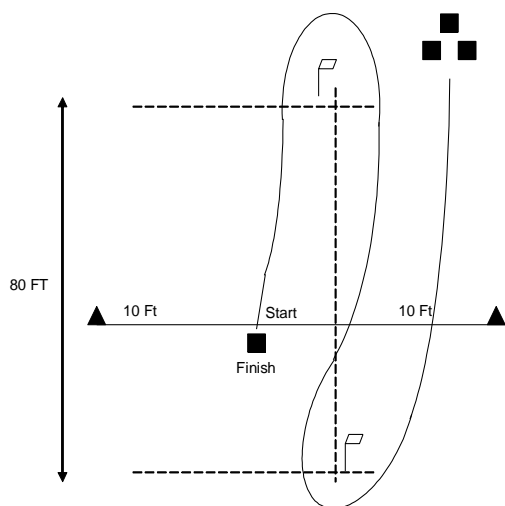
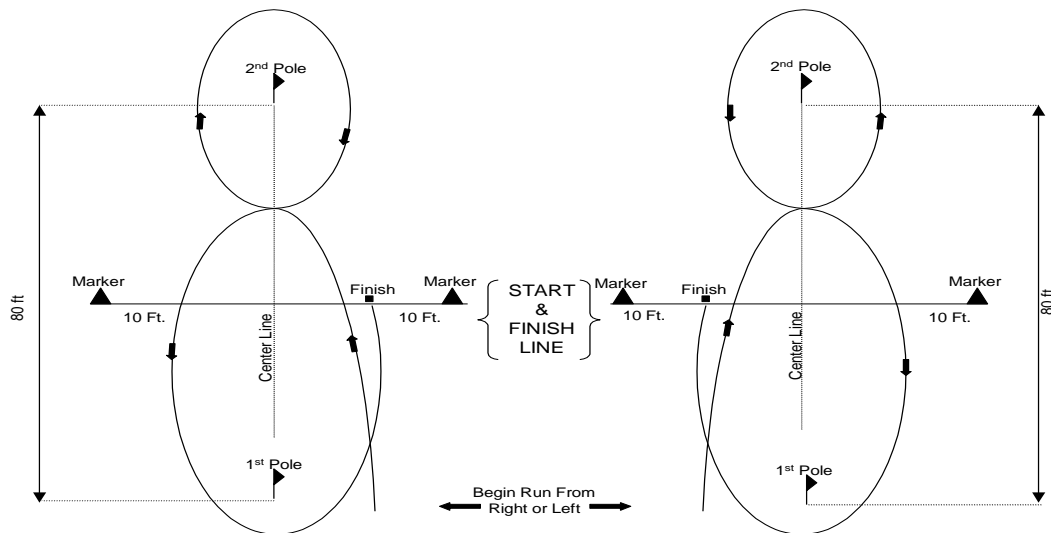
STAKE RACE

1. The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Start by crossing center line between the upright markers, run pattern as shown in the diagram and finish by again crossing the center line.

The contestant starts between the two center markers and runs a pattern around the two end poles. The first run may be either left or right; however, the second turn must be opposite of the first.

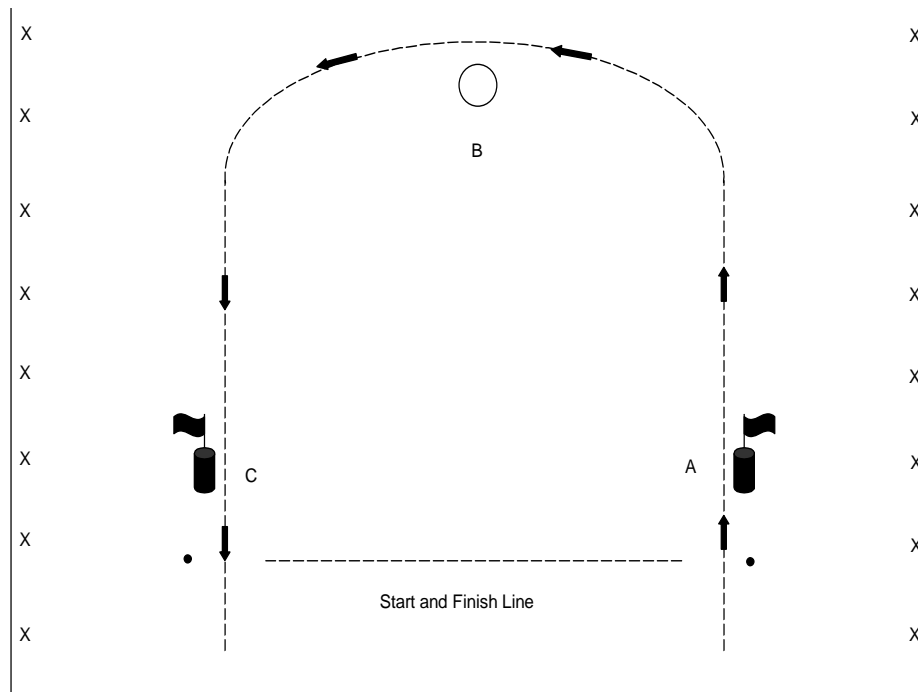
2. This is a timed event. If an upright marker is knocked down, there is no time.
3. Upright markers are set 40 feet on either side of the center line. Two upright markers will be placed on the starting line 20 feet apart (10 feet on each side of mid-line). If an electric timer is used, it is suggested that rubber cones, short enough so as not to interfere with the timer, be used.
4. Contestant must cross start and finish line between the markers. Failure to do so shall result in disqualification.
5. *All contestants are eligible to enter the stake race.*

STAKE RACE PATTERNS



FLAG RACE

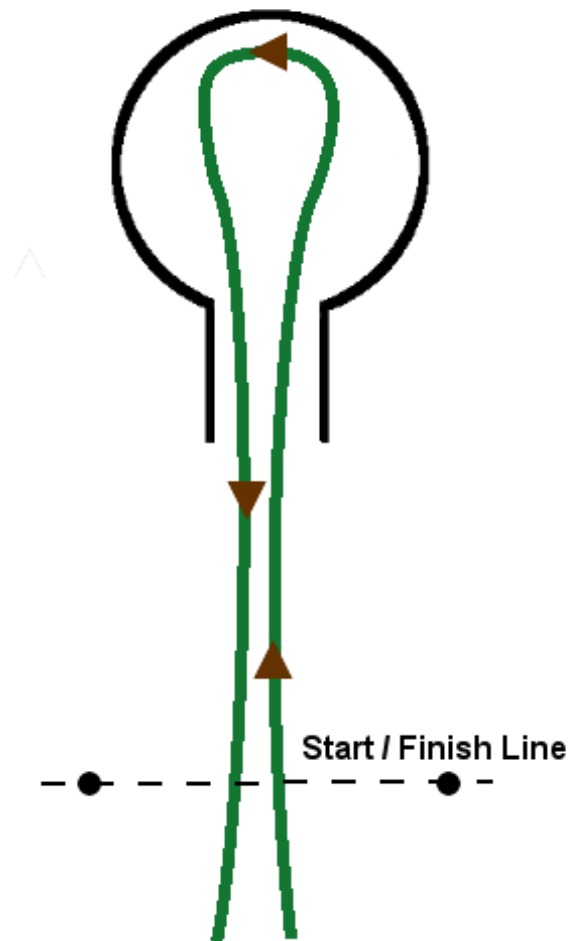
1. All contestants are eligible to enter the flag race.
2. Contestants will pick up the flag out of the bucket, ride around the center barrel and put the flag in the bucket on the opposite side of the arena. Stick section must be in the bucket to qualify.
3. Contestants may start from either side of the arena.
4. Contestants will be disqualified for:
 - a. Dropping the flag during the race
 - b. Striking the horse with the flag
 - c. Knocking over a barrel(s)
 - d. Knocking the bucket(s) off the barrel
 - e. Failure to keep flag in second bucket
5. Buckets will be filled with sand three inches from top of bucket. Buckets will be placed on the inside edge of the barrel.
6. The flag must be unrolled when placed in the bucket for the rider to pick up. Flag handle will be 18 inches long and one inch in diameter; flag will be 10 inches by 11 inches.
7. Rider picks up the flag at point A, rides to the opposite end of arena and around the barrel at point B and places the flag in the container at point C. Pattern may be run in reverse from point C to point A.



KEYHOLE RACE

- a. Keyhole should consist of a 12 foot circle with a 10 foot long by 5 foot wide throat (10 ft. x 5 ft.).
 - b. Horse may enter pattern with a flying start. This is a timed event. Keyhole used will be outlined in white line.
 - c. Horse must turn circle – not in throat or approach to circle.
 - d. If a horse steps on or over line, it will be disqualified, and no time will be given on the ride.
 - e. Judge must stand behind the keyhole or to the side at a safe distance.
 - f. In the event of a malfunction of the time, the rider must run again making a bona-fide attempt in the re-ride to receive a time.
- NOTE: Deliberate and intentional illegal procedures executed in order to receive a faster time will not be tolerated.

Keyhole



ROPING DIVISION

Personal Attire: Same as Western Division

Tack and Equipment: See Western Division

Reruns will be determined at the discretion of the judge.

Safety helmets are optional in roping events. ASTM approved helmets are recommended.

BREAKAWAY ROPING

1. This is a timed event. The same common National High School Rodeo Association conditions and standards that apply to calf-roping apply in this contest, except the roper does not dismount or tie the calf. Modifying rules follow.
2. Sixty-second time limit per exhibitor.
3. The horse must start from behind an automatic barrier. Length of the score line will be adjusted to fit arena conditions and shall not exceed one foot per 20 feet of arena length.
4. A barrier judge will be designated before the contest. If the horse breaks the barrier as a result of starting too soon, the roper will be fined a 10-second penalty. If the horse breaks the barrier as a result of failure of the barrier equipment, no penalty will be assessed. If the calf carries part of the barrier with it, or if the roper is fouled by the barrier, the roper will be given a rerun if he declares himself immediately. Once the calf is roped, no rerun will be given. Decisions of the barrier judge are final.
5. A regular rope is tied to the saddle horn, or swell, with a breakable string. Time starts at signal of the barrier flag and stops when the flagman signals that the rope breaks away from the saddle as a result of a legal catch.
6. A legal catch is defined as a loop that goes over the calf's head and draws up on any part of the body, causing the rope to break from the saddle horn.
7. Judges will rule whether the catch is legal and whether the rope breaks away as a result of a legal catch, or as a result of the horse or calf stepping on the rope, or similar occurrence. Contestants will be given no time when something other than a legal catch caused the rope to break away.
8. A piece of white (or other highly visible) cloth should be attached to the rope at the saddle horn, with no more than three feet of tail, to signal when the rope breaks away.
9. All contestants are eligible to enter the breakaway roping.
10. Two loops will be permitted. The run must be completed in a limit of 60 seconds. Should the roper desire to throw a second loop, he must **use a second rope** tied to the saddle. If a roper misses with two loops, he must retire, and no time will be allowed. Roper must release loop from hand when calf is roped.

TIE-DOWN CALF ROPING

1. Contest must have two judges – a field judge to flag finish of a run and a barrier judge.
2. Contestant must catch calf, dismount, go down the rope, throw the calf by hand, cross and tie any three legs.
3. If a calf is down when roper reaches it, the calf must be stood on at least three feet and be re-thrown. If the roper's hand is on the calf when calf falls; the calf is considered thrown by hand. The rope must stay on the calf until the roper gets a hand on the calf. Ties must be finished with a half hitch or "hooley."
4. Ties must hold for five seconds after roper gives slack to the calf, and then must be passed on the field judge. A roper will be disqualified if he touches the calf after he signals the finish of a tie. No person may touch the calf until the field judge evaluates the tie.
5. Any catch on any part of the calf with rope will be considered legal.
6. A barrier must be used with a minimum of four feet score line. Score line shall not exceed one foot per 20 feet of arena length.
7. If barrier is broken in any place other than a designated place, or if the ring does not fall within eight feet of a post, the barrier will not be considered broken.
8. If any part of the barrier fails to work and such failure results in disadvantage to the roper, the roper may request calf over, at the discretion of barrier judge, if he declares himself immediately. Once the calf is roped at, no roper will receive calf over because of equipment failure.
9. If flag equipment, which signals the start of time, fails to work, the roper will receive a rerun, regardless of events of first run.
10. A flag to signal the start of time must be put on a jerk line in close location to a portion of line going around the calf's neck.
11. Barrier equipment must be inspected by the judge before each contestant competes and must be replaced if faulty.
12. A 10-second penalty will be added to the roper's time for beating or breaking the barrier.
13. Suitable calves as uniform as possible are needed. Judges and officials will eliminate any uneven calves. All calves must have been run and tied down at least once before the contest begins.
14. Calves will either be drawn or gate cut, depending upon available facilities. If a calf drawn for a roper becomes sick or injured, another calf will be drawn by the judges for that roper.
15. The roper must be ready to rope when indicated by a show official, or the calf will be turned out.
16. Calves may be roped more than once in a go-round. When so doing, numbers drawn must indicate whether the contestant competes in first of subsequent run-throughs.
17. The same person must open the gate and tail the calves for all contestants in a go-round.
18. No assistance will be allowed in the arena, including the box. Only show officials and exhibitors are permitted in the arena during competition.
19. Two loops will be permitted. The run must be completed in a limit of 60 seconds. Should the roper desire to throw a second loop, he must **use a second rope** tied to the saddle. If a roper misses with two loops, he must retire, and no time will be allowed. The roper must release the loop from his hand when the calf is roped.
20. Contestants must adjust the rope and reins in a manner that will prevent the horse from dragging a calf. If a horse drags a calf, judges may stop the horse and the roper may be disqualified.
21. If a tie comes loose, or if the calf gets to its feet before the tie has been examined and ruled a fair one, the roper will receive no time.
22. If a contestant is given the wrong calf, the contestant will compete on a calf drawn for him, and time on the incorrect calf will be disregarded.

23. If a calf gets out of the arena, timers will stop the watches when the flagman signals and the roper will get the same calf back. The roper will be given a lap and tap start with time expired when the calf got out added to this time.
24. Types of bridles or other equipment used are optional choices of the contestant; however, officials may prohibit use of any equipment they may consider excessively severe.
25. A safety helmet with chin harness is recommended, but a rider may choose a western hat or no hat. Ball caps are not acceptable.

TEAM ROPING

1. There shall be a 60-second time limit.
2. Three loops per team shall be allowed. Roping steers without turning loose of the loop will be considered a no catch. A roper must dally to stop the steer. If the steer is roped by one horn, the roper is not allowed to ride up and remove the loop or put the loop over other horn or head with his hands.
3. There are only three legal head catches:
 - a. Around both horns
 - b. Half a head
 - c. Around the neck

If the honda passes over one horn and the loop over the other, the catch is illegal. If a loop crosses itself in a head catch, it is illegal.

4. Any heel catch behind both shoulders is legal if the rope goes up heels. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch, unless the front comes out prior to or simultaneously of both horses facing. Judges will not allow any extra time for a front leg to come free.
5. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops, he must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and illegal. The steer must be standing when the heel loop is thrown.
6. Should a header rope a front leg, he is not allowed to fish it out. This is an automatic no time.
7. Time will be taken when the steer is roped, secure between partners, both horses are facing the steer with ropes dallied, and rope tight. Horses' front feet must be on the ground and ropers must be mounted when time is taken. The flagger may disqualify a team after time is taken on a run, based on an illegal head catch or illegal heel catch, etc.
8. A dropped rope that must be recoiled is considered a thrown rope.
9. Should the barrier malfunction at any time during the course of the competition either for or against the roper, a rerun will be awarded at the end of the round.
10. If a contestant is visibly fouled, or he can see that he is or will be fouled, he must declare by pulling up or attempting to pull up and not try to go on with the contest. If he does not declare, he accepts the situation as it is.
11. If any animal escapes the arena, the flag will be dropped and watches stopped. Contestants will get the animal back for a lap-and-tap start and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the judge will be final.
12. Barrier length will be based on the speed of the cattle and dimensions of the arena.
13. Team roping must be entered as an individual. Contestants will pick their team member at the show.

GOAT TYING

1. Equipment:

- a. Western-type equipment must be used.
- b. Leather thong, pigging string or rope to secure the animals.

2. Time Limit:

There will be a one minute time limit to complete the tie.

3. General Rules:

- a. Clearly visible starting line shall be provided.
- b. The stake and starting line will be permanently marked.
- c. The horse's nose will be timed as it crosses the starting line.
- d. Goats to be tied: right, left, right and left, etc.
- e. Starting line will be 100 feet from the stake.
- f. The goat should be tied to a stake with a rope 10 feet in length.
- g. The stake should be completely under the ground so that no part of it is visible or above ground.
- h. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse and throw the goat by hand.
- i. If the goat is down when the contestant reaches it, goat must be stood on at least three feet (goat must be elevated by contestant so that at least three feet are dangling straight beneath the goat and goat must be re-thrown), then cross and tie any three legs together with a leather thong, pigging string or rope, and stand clear of the goat.
- j. Legs must remain crossed and secure for six seconds after completion of the tie.
- k. To qualify as a legal tie, there will be one or more wraps and half hitch, hooley or knot.
- l. Time will start when contestant crosses the starting line.
- m. Time will stop when contestant signals the completion of the tie.
- n. The contestant must move back three feet from the goat before the judge will start the six-second time limit on the tie. Goat's legs must remain crossed and tied.
- o. Qualified persons other than contestants will be used as goat holders.
- p. Contestants will receive a no time for touching the goat or tie string after signaling the tie is completed.
- q. If a contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
- r. If the goat should break away because of the fault of the horse while the contestant is mounted, the contestant will receive no time. A contestant is still mounted until both feet are on the ground.

DRESSAGE DIVISION

APPOINTMENTS: All exhibitors are required to wear a properly fitted, ASTM approved equestrian helmet with a fastened harness the entire time the exhibitor is in the arena. Exhibitors should wear a short riding coat of conservative color, with tie, choker or stock tie, breeches or jodhpurs, boots or Jodhpur boots. Gloves are preferred, but not required.

TACK: Any English type saddle (dressage, forward seat, flat or cut-back) may be used. A plain snaffle bridle and a regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped noseband attachment), crescent noseband or a crossed noseband is required. Except for the crescent noseband, buckles and a small disk of sheepskin, the noseband must be made entirely of leather or leather-like material. A padded noseband is allowed. A snaffle bit with a smooth mouthpiece with a solid surface is required. Twisted wire and roller bits are prohibited. A bushing or coupling is permitted as the center link in a double-jointed snaffle; however, the surface of the center piece must be solid, with no moveable parts. The mouthpiece of a snaffle may be shaped in a slight curve, but ported snaffles are prohibited. Bits may be made with a rubber, plastic or leather covering, but the bit may not be modified by adding latex or other materials.

Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including “easy-boots”) or bandages (including tail bandages) and any form of blinkers, earmuffs or plugs, nose covers, seat covers, hoods are, under penalty of elimination, strictly forbidden. Braiding of the horse’s mane and tail is permitted. False tails are permitted and if used may not contain any metal parts.

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

EXECUTION AND JUDGING OF TESTS:

1. The purpose is to test the rider and horse on the basic principles of dressage competition. The object of dressage competition is the harmonious development of the physique and ability of the horse making it calm, supple, loose and flexible, confident, attentive and keen, thus achieving perfect understanding with its rider. See the USEF Rulebook (www.usef.org) for further explanations of the general principals of dressage competition and the correct gaits and movements.
2. The dressage test used will be selected annually.
3. Arena size may be either 20m X 40m or 20m X 60m.
4. Approximately 5 to 15 minutes will be allowed for each test. The specific time limit will be based on the test selected. **Show management reserves the right to adjust individual ride times under extenuating circumstances.**
5. A competitor who does not enter the arena within 45 seconds after the entry bell or whistle is sounded for his ride shall be eliminated.
6. Tests may be called during the competition. If tests are announced, it is the responsibility of the competitor to arrange for a person to announce the test. Lateness and errors in announcing the ride will not relieve the rider from “error penalties.” Announcing the test is limited to reading the movement as it is written once only. However, the repetition of reading of a movement is acceptable if there is reason to doubt that the rider heard the original call.
7. The use of the voice in any way or clicking the tongue is a serious fault involving the deduction of at least two marks from those that would otherwise have been awarded for the movement where this occurred.
8. When a competitor makes an “error of the course” (takes the wrong turn, omits a movement, etc.) the judge warns him by sounding the bell or whistle. The judge shows him, if necessary, the point at which he must take up the test again and the next movement to be executed then leaves him to continue by himself.
9. The score for each movement should first establish the fact of whether the movement is performed insufficiently (4 or below) or sufficiently (5 or above). The scoring scale is:

10 - Excellent	4 - Insufficient
9 - Very Good	3 - Fairly Bad
8 - Good	2 - Bad

7 - Fairly Good

6 - Satisfactory

5 - Sufficient

1 - Very Bad

0 - Not executed

10. In the case of a fall of horse and/or rider, the competitor will not be eliminated. He will be penalized by the effect of the fall on the execution of the movement being performed and also in the collective marks.
11. If during the test (between the time of entry and the time of exit at A) the horse leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is eliminated.
12. Resistance of the horse that prevents continuation of the test for longer than 20 seconds results in elimination.
13. In case of ties the competitor with the highest marks received under collective marks shall be declared the winner. When the scores for collective marks tie, the judge may be required to decide on the winner after review of both score sheets.
14. In most cases, it is acceptable for a competitor to enter and work in the perimeter area surrounding the arena (not within the arena itself) immediately prior to their ride and after the final salute of the previous competitor.

USDF INTRODUCTORY LEVEL — TEST A

2011 (Walk—Trot)

REQUIREMENTS:
 Free walk
 Medium walk
 Working trot rising
 20 meter circle
 Halt through walk

PURPOSE: To introduce the rider and/or horse to the sport of dressage. To show understanding of riding the horse forward with a steady tempo into an elastic contact with independent, steady hands and a correctly balanced seat. To show proper geometry of figures in the arena with correct bend (corners and circles).

NO.

	TEST	DIRECTIVE IDEAS	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A Between X & C	Enter working trot rising. Medium walk.				
2.	C M	Track right. Working trot rising.				
3.	A	Circle right 20 meters, working trot rising.				
4.	K-X-M	Change rein.				
5.	C	Circle left 20 meters, working trot rising.				
6.	Between C & H	Medium walk.				
7.	H-X-F	Free walk.				
8.	F-A A	Medium walk. Down centerline.				
9.	X	Halt and salute.				

Leave arena in free walk. Exit at A.

COLLECTIVE MARKS:

Gaits (freedom and regularity).					
Impulsion (desire to move forward with suppleness of the back and steady tempo).					
Submission (acceptance of steady contact, attention and confidence).			2		
Rider's position (keeping in balance with horse).					
Rider's effectiveness of aids (correct bend and preparation of transitions).					
Geometry and accuracy (correct size and shape of circles and turns).					

FURTHER REMARKS:

160

SUBTOTAL _____
ERRORS (- _____)
TOTAL POINTS _____

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USDF INTRODUCTORY LEVEL — TEST B

2011 (Walk—Trot)

REQUIREMENTS:
 Free walk
 Medium walk
 Working trot rising
 20 meter circle
 Halt through walk

PURPOSE: To introduce the rider and/or horse to the sport of dressage. To show understanding of riding the horse forward with a steady tempo into an elastic contact with independent, steady hands and a correctly balanced seat. To show proper geometry of figures in the arena with correct bend (corners and circles).

NO.

	TEST	DIRECTIVE IDEAS	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot rising. Halt through medium walk. Salute - Proceed working trot rising.				
2.	C	Track left, working trot rising.				
3.	E E	Circle left 20 meters, working trot rising. Straight ahead.				
4.	Between K & A	Medium walk.				
5.	F-E	Free walk.				
6.	E-H	Medium walk.				
7.	Between H & C	Working trot rising.				
8.	B	Circle right 20 meters, working trot rising.				
9.	A X	Down centerline. Halt through medium walk. Salute.				

Leave arena in free walk. Exit at A.

COLLECTIVE MARKS:

Gaits (freedom and regularity).					
Impulsion (desire to move forward with suppleness of the back and steady tempo).					
Submission (acceptance of steady contact, attention, and confidence).			2		
Rider's position (keeping in balance with horse).					
Rider's effectiveness of aids (correct bend and preparation of transitions).					
Geometry and accuracy (correct size and shape of circles and turns).					

160

FURTHER REMARKS:

SUBTOTAL _____
ERRORS (- _____)
TOTAL POINTS _____

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USDF INTRODUCTORY LEVEL — TEST C

2011 *(Walk—Trot—Canter)*

REQUIREMENTS:

Free walk
 Medium walk
 Working trot rising
 Working canter
 20 meter circle
 Halt through walk

PURPOSE: To introduce the rider and/or horse to the sport of dressage. To show understanding of riding the horse forward with a steady tempo into an elastic contact with independent, steady hands and a correctly balanced seat. To show proper geometry of figures in the arena with correct bend (corners and circles).

NO.

	TEST	DIRECTIVE IDEAS	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X Enter working trot rising. Halt through medium walk. Salute - Proceed working trot rising.	Straightness on centerline and in transition. Clear trot rhythm.				
2.	C Track right working trot rising.	Balance and bend in turn.				
3.	B Circle right 20 meters.	Roundness and size of circle, clear trot rhythm and bend.				
4.	A Circle right 20 meters developing working canter in first quarter of the circle, right lead. Before A Working trot rising.	Roundness and size of circle, clear canter rhythm and bend.				
5.	(Transition in & out of canter)	Balance and smoothness.				
6.	K-X-M Change rein, working trot rising.	Trot rhythm and straightness on diagonal. Bend through corners.				
7.	E Circle left 20 meters.	Roundness and size of circle, clear trot rhythm and bend.				
8.	A Circle left 20 meters developing working canter in first quarter of the circle, left lead. Before A Working trot rising.	Roundness and size of circle, clear canter rhythm and bend.				
9.	(Transition in & out of canter)	Balance and smoothness.				
10.	Between F & B Medium walk.	Willing and balanced transition; clear walk rhythm.				
11.	B-H Free walk. H Medium walk.	Complete freedom to stretch neck forward and downward; clear walk rhythm, straightness on the diagonal. Ground cover. Willing and balanced transition; clear walk rhythm.				
12.	Between C & M Working trot rising to A.	Willing and balanced transition; clear trot rhythm.				
13.	A G Down centerline. Halt through medium walk. Salute.	Straightness on centerline and in halt; willing and balanced transition and halt.				

Leave arena in free walk. Exit at A.

COLLECTIVE MARKS:

Gaits (freedom and regularity).					
Impulsion (desire to move forward with suppleness of the back and steady tempo).					
Submission (acceptance of steady contact attention and confidence).			2		
Rider's position (keeping in balance with horse).					
Rider's effectiveness of aids (correct bend and preparation of transitions).					
Geometry and accuracy (correct size and shape of circles and turns).					

FURTHER REMARKS:

200

SUBTOTAL _____
ERRORS (—) _____
TOTAL POINTS _____

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2011 Training Level Test 1

NO.

Purpose: To confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit. All trot work may be ridden sitting or rising, unless stated. Halts may be through the walk.
 Introduce: Working trot; working canter; medium walk; free walk; and stretch circle in trot.
 READER PLEASE NOTE: Anything in parentheses should not be read.

CONDITIONS:
 Arena: Standard or Small

Average Ride Time: 5:00 (Std.) or 4:00 (Small)
 (from entry at A to final halt)

Maximum Possible Points: 240

				Coefficient		
	TEST	DIRECTIVE IDEAS	POINTS	↓	TOTAL	REMARKS
1	A X Enter working trot Halt, Salute Proceed working trot	Straightness on centerline and in halt; immobility; quality of trot; willing, balanced transitions.				
2	C E Track left Circle left 20m	Bend and balance in turn; quality of trot; shape and size of circle; bend.				
3	A AFB Circle left 20m, developing left lead canter second half of circle Working canter	Quality of trot and canter; willing, calm transition; shape and size of circle; bend.				
4	B-E Half circle left 20m	Quality of canter; shape and size of half circle; bend.				
5	Between E & K Working trot	Willing, balanced transition; quality of canter and trot.				
6	A Before A A Circle left 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot	Forward and downward stretch over the back into a light contact maintaining balance and quality of trot; bend; shape and size of circle; smooth, balanced transitions.		2		
7	Between A & F Medium walk	Willing, balanced transition; quality of trot and walk.				
8	FXH H-C Free walk Medium walk	Reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; quality and regularity of medium walk; willing, balanced transitions; straightness on diagonal.		2		
9	C Working trot	Willing, balanced transition; quality of trot.				
10	B Circle right 20m	Quality of trot; shape and size of circle; bend.				
11	A AKE Circle right 20m, developing right lead canter second half of circle Working canter	Quality of trot and canter; willing, calm transition; shape and size of circle; bend.				
12	E-B Half circle right 20m	Quality of canter; shape and size of half circle; bend.				
13	Between B & F Working trot	Willing, balanced transition; quality of canter and trot.				
14	A X Down centerline Halt, Salute	Bend and balance in turn; straightness on centerline and in halt; willing, balanced transition; immobility.				

Leave arena at A in walk on a long rein



2011 Training Level Test 2

NO.

Purpose: To confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.

CONDITIONS:

Arena: Standard or Small

Average Ride Time: 5:30 (Std.) or 4:30 (Small)
(from entry at A to final halt)

Introduce: No new requirements

Maximum Possible Points: 280

READER PLEASE NOTE: Anything in parentheses should not be read.

				Coefficient		
	TEST	DIRECTIVE IDEAS	POINTS	↓	TOTAL	REMARKS
1	A X	Enter working trot Halt, Salute Proceed working trot				
2	C B	Track right Circle right 20m				
3	KXM	Change rein working trot				
4	Between C & H	Working canter left lead				
5	E	Circle left 20m		2		
6	Between E & K	Working trot				
7	A Before A A	Circle left 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot		2		
8	Between A & F	Medium walk				
9	FXM M-C	Free walk Medium walk		2		
10	C	Working trot				
11	E	Circle left 20m				
12	FXH	Change rein working trot				
13	Between C & M	Working canter right lead				
14	B	Circle right 20m		2		
15	Between B & F	Working trot				
16	A X	Down centerline Halt, Salute				

Leave arena at A in walk on a long rein



2011 Training Level Test 3

NO.

Purpose: To confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit.

All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.

Introduce: No new requirements

CONDITIONS:

Arena: Standard or Small

Average Ride Time: 5:00 (Std.) or 4:00 (Small)
(from entry at A to final halt)

Maximum Possible Points: 250

READER PLEASE NOTE: Anything in parentheses should not be read.

	TEST	DIRECTIVE IDEAS	Coefficient		REMARKS	
			POINTS	TOTAL		
1	A X	Enter working trot Halt, Salute Proceed working trot	Straightness on centerline and in halt; immobility; quality of trot; willing, balanced transitions.			
2	C HXK	Track left One loop	Bend and balance in turn; quality of trot; shape and size of loop; changes of bend.			
3	Between A & F	Working canter left lead	Willing, calm transition; quality of trot and canter; bend.	2		
4	B	Circle left 20m	Quality of canter; shape and size of circle; bend.			
5	HXF X	Change rein Working trot	Quality of canter and trot; willing, balanced transition; straightness on diagonal.			
6	A A-K	Medium walk Medium walk	Willing, balanced transition; quality of walk.			
7	KXH H-C	Free walk Medium walk	Reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; quality and regularity of medium walk; willing, balanced transitions; straightness on diagonal.	2		
8	C MXF	Working trot One loop	Quality of trot; willing, balanced transition; shape and size of loop; changes of bend.			
9	Between A & K	Working canter right lead	Willing, calm transition; quality of trot and canter; bend.	2		
10	E	Circle right 20m	Quality of canter; shape and size of circle; bend.			
11	C	Working trot	Willing, balanced transition; quality of trot.			
12	B Before B	Circle right 20m in rising trot allowing the horse to stretch forward and downward Shorten the reins	Forward and downward stretch over the back into a light contact maintaining balance and quality of trot; bend; shape and size of circle; smooth, balanced transitions.	2		
13	A X	Down centerline Halt, Salute	Bend and balance in turn; straightness on centerline and in halt; willing, balanced transition; immobility.			

Leave arena at A in walk on a long rein

Western Dressage

For all rules and tests regarding Western Dressage, please refer to Western Dressage Association of America.
The website is <http://www.westerndressageassociation.org/>

HALTER CLASSES

Only the horse will be judged on conformation, condition and soundness. The horse should be well-groomed, with shoes or proper trimming. 4-H'ers should be properly attired and must prepare their own animals for the class without assistance except in holding, leading and loading. 4-H'ers are eligible to enter all halter classes and, in addition, all are encouraged to enter the showmanship at halter class.

Ponies and miniatures horses in their halter class should be measure at 52 inches or less. All ages of mares and geldings will compete in the same class.

Educational Contests

HORSE JUDGING CONTEST

Teams may have three or four members. Contestants may enter as individuals (not on a team) if they choose. Each county may enter multiple teams in either the Junior or Senior division. The highest-scoring Senior team will be eligible to represent Arkansas at a national competition (AQHYA Youth World, Eastern Nationals, All American Quarter Horse Congress, or Denver Stock Show) as well as the Southern Regional Horse Show. The second-place Senior team will be eligible to represent Arkansas at the Southern Regional Horse Show. Out-of-state trip expenses for the national contest (not Southern Regionals) will be provided if funding is available.

Rules:

1. Contestants may not use or possess cell phones during the contest.
2. While the contest is in progress, there will be no talking or conversation between contestants or any other individuals. All questions should be directed to group leaders.
3. Contestants will not be allowed to carry, use or refer to any printed material at any time during the contest (only judge's score sheets). Contestants are allowed to have only lined paper with scoring grids, cards, notebooks, clipboards, etc. Contest management may provide materials (such as patterns) as they see fit.
4. Contestants should not use notes while giving oral reasons. Use of notes will result in a minimum penalty of 10 points. The oral reasons judge will, at their discretion, use higher penalties based on the extent of use of notes. There will be no talking during reasons preparation.
5. All horses will be judged as sound in halter and performance.
6. Classes to be judged may include:
 - A. Halter Classes – American Quarter Horse, Morgan, Appaloosa, Arabian, Palomino, American Paint, and Stock Horse Type.
 - B. Performance Classes – Western Pleasure, Western Horsemanship, Reining, Hunt Seat Equitation, Hunter Under Saddle, Western Riding, Hunter Hack, and Trail
 - C. Seniors may be asked to give up to four sets of reasons. Juniors may be asked to give two sets of reasons.

HORSE BOWL CONTEST

OBJECTIVES: The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine-related subject matter in a competitive setting, where attitudes of friendliness and fairness prevail. Contestants must enter as a team. No individual entries can be accepted. We hope that this competition will provide an educational experience for both participants and spectators. Each county may enter multiple teams in either the Junior or Senior division. The highest-scoring Senior team will be eligible to represent Arkansas at a national competition (Eastern Nationals, All American Quarter Horse Congress, or Western Nationals) as well as the Southern Regional Horse Show. The second-place Senior team will be eligible to represent Arkansas at the Southern Regional Horse Show. Out-of-state trip expenses for the national contest (not Southern Regionals) will be provided if funding is available.

1. CONTESTANTS AND ELIGIBILITY:

- a) Each county may enter teams of four (4) or five (5) contestants. One team member will be designated as an alternate if five (5) are entered.
- b) The team may be selected by any procedure that the county deems to be appropriate. Team members must be enrolled in 4-H in the county they represent. Their eligibility must be certified by a county extension agent or 4-H leader.
- c) There will be a Junior division and a Senior division.
- d) The highest-scoring Senior team will be eligible to represent Arkansas at the Southern Regional Championship.

2. REFERENCE SOURCES to be used:

- **DICTIONARY OF EQUINE TERMS**, by New Horizons
Equine Education Center, Alpine Publications, Inc.
P.O. Box 7027, Loveland, CO 80537
- **THE HORSE** (2nd edition), by Evans, Borton, Hintz and Van Vleck, W.H. Freeman & Company – 660 Market St., San Francisco, CA, 94104. A special price may be available and ordered from the publisher. Phone: 415-391-5870.
- **HORSE INDUSTRY HANDBOOK** – By the American Youth Horse Council. American Youth Horse Council, 4093-A Iron Works Pike, Lexington, KY 40511-8434. 800-879-2942.
- **FEEDING AND CARE OF THE HORSE** (2nd edition), by Lon D. Lewis, 456 pgs. Williams and Wilkens, P.O. Box 1496, Baltimore, MD 21298-9724. 800-638-0672.
- **THE COLORING ATLAS OF HORSE ANATOMY** by Robert A. Kainer & Thomas O. McCracken. Alpine Publications, Inc., P.O. Box 7027, Loveland, CO 80537-0027. 800-777-7257 or 970-667-2017.
- **AYHC LEAD**
AMERICAN YOUTH HORSE COUNCIL LEADER MANUAL
American Youth Horse Council. American Youth Horse Council
4093-A Iron Works Pike, Lexington, KY 40511-8434.

3. QUESTIONS:

The questions will come from the preceding reference sources.

QUESTION TYPES:

- a) **REGULAR QUESTIONS** are worth two (2) points during one-on-one competition.
- b) **TOSS-UP QUESTIONS** are worth one (1) point and are open to response to any member of either team. The toss-up question is used in the OPEN part of the match. If there is a correct answer to the toss-up question, a bonus question will be attached. Toss-up questions are generally a little more difficult than a regular question, and may have two or three required answers. All answers are required to be correct. The points will count toward individual and team scores. All incorrect answers receive a (-1) deduction.
- c) **BONUS QUESTIONS** are worth three (3) points. They are attached to a correctly answered toss-up question, in the OPEN part of the match. When multiple answers are required, (3) POINTS will be awarded if ALL of the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers, or if there are no correct answers. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question. These points will count toward team scores only.
 - 1) A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which becomes the new toss-up question) until a correct answer is given.
 - 2) The team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
 - 3) If the match ends with an unanswered bonus question, the bonus question will not be utilized.

- d) ONE-ON-ONE QUESTIONS are regular questions that shall be addressed to only one member of each team, beginning with the contestants in the No. 1 chairs (nearest to control operator) on either team and progressing with subsequent questions going to the contestants in the No. 2 chairs, No. 3 chairs, No. 4 chairs, respectively, until the one-on-one questions are completed. There will be an equal number of one-on-one questions per contestant per match.
 - 1) The moderator shall clearly indicate the start of one-on-one play by announcing the chair number of the contestants' eligible to respond, prior to reading the question.
 - 2) Toss-up/bonus questions will not be used during one-on-one competition.
- e) RESPONSE PENALTY refers to the situation when any contestant, other than the designated contestants, responds to a one-on-one question, that contestant/team will lose two (2) points.

4. READING AND ANSWERING THE QUESTIONS:

- a) The moderator will read all questions—identify the type and number of questions and designate the chairs eligible to respond when necessary. Five seconds will be allowed for starting a response. If an answer is wrong, the moderator will give the correct answer and read the next question. If the answer given is the same as or means the same as the expected answer, it will be accepted. If the answer is different from the expected answer, it will be referred to the judges' panel for decision.
- b) Once a contestant activates a buzzer, they must be ACKNOWLEDGED before they can answer the question. After they have been acknowledged, the contestant has five (5) seconds to start a valid answer. First answers will be considered valid answers. It is the responsibility of the acknowledger to determine if an actual answer was started within the five-second time limit.
- c) An acknowledgement penalty of one (-1) point will be deducted from contestant's score and their team if they answer a question before being acknowledged.
 - i. The first answer given will be accepted as the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer.
 - ii. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.
- d) If a question is INTERRUPTED during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has five (5) seconds AFTER BEING ACKNOWLEDGED TO BEGIN THEIR ANSWER. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
- e) The judges' panel will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.

5. PLAYING TEAMS AND ALTERNATIVES:

- a) Only four (4) contestants shall be seated at the panel at any one time.
- b) During any match, only one (1) alternate may be replaced at the panel at any one time.
 - i. The moderator, team captain, team coach deems it impossible for one of the seated members to continue.
 - ii. The captain/coach of a team requests the replacement of a team member.
 - iii. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. A five-member team is strongly recommended.
 - iv. Members removed from the game table for disciplinary reasons may not come back to any more matches in the competition.

6. DOUBLE ELIMINATION:

- a) TEAMS – Each team will play a pre-numbered position, according to the position number drawn by the team captain.
- b) A total of two losses will automatically eliminate a team from the competition.

7. INDIVIDUAL SCORES:

- a) Scores will be kept from each individual contestant, with the high individual contestants to receive special recognition.
- b) Only those contestants who have participated in three or more matches will be considered for the top individual awards.
 - i. The high three-match scores for each individual will be used in cases where individuals participate in more than three matches.
- c) Ties for individual awards will be broken on the basis of:
 First tiebreaker: high average score for the entire contest.
 Second tiebreaker: high individual match scores.
 Third tiebreaker: total number of points earned in the contest.

8. SCOREKEEPING:

- a) The point value of correct/incorrect responses, bonuses, penalties are as follows:
 - Correct answer – one-on-one question, 2
 - Correct answer – open question, 1
 - Toss-up question – all answers required, 1
 - Bonus Question – all required answers, 3
 - Bonus Question – all incomplete answers or no answers, 0; all incorrect answers, 0
 - Team Participation – four correct answers, 2
 - All incorrect answers – deduction of -1
 - Response penalty – no answer started in five seconds, -2
 - Response penalty – contestant not acknowledged, -1
 - Response penalty – out of turn, -2
 - Response penalty – out of turn second time in same match, -2, eliminate from match
 - Response penalty – out of turn third time in same contest, -2, eliminate from match
 - “Official” protest not upheld – deduction of -1
- b) During the second half of the match, all regular/open questions will be worth one (1) point, open to all members seated at the game table. All toss-up questions will be worth (1) point and all bonus questions will be worth three (3) points if the number of required answers are correct.
- c) The designated set of questions for each round is opened by the moderator and verified with the judges’ panel and referee before starting the game. Prior to reading a question, the moderator will announce the number, type of question and the contestants eligible to respond. Each succeeding question will be read in this manner until all of the questions for that match are read.
- d) Contestants who respond to a question will receive points applied to a particular question. Appropriate penalties will be deducted as warranted.
- e) If the time five (5) seconds in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss or awarding of points to either team. After the response time has elapsed, the answer will be given, and the next question read.
- f) If the buzzer is activated and the answer is not started within the five-second allowable time, there will be a minus two (-2) point penalty imposed against the contestant who activated the buzzer and their team.
- g) If the judges elect not to use a game question, it must be replaced by another question so that the total number of questions to be asked will remain equal in each match.

10. INFORMATION SOURCES:

No source of information is infallible. At times, there may be answers given that are in agreement with the recommended reference books, which in fact are erroneous or out-of-date. Every effort is made to eliminate such questions; however, in the event one slips in, the judges may agree to:

- i. To accept the answer and give an explanation of the correct or updated information for future use of the question.
- ii. To accept only the correct answer.
- iii. Replace the question to the appropriate contestants.

11. MATCH TIES:

In the event of a match tie, it will be broken with five (5) tiebreaker questions. If a tie remains, the first team to win a point (or because of a loss of a point by the other team, has a (1) point advantage) will be declared a match winner based on the scores.

12. TEAM PLACINGS:
- a) Team awards will be based on predetermined procedure of play.
 - b) Every team will participate in a minimum of two matches.
 - c) The rank of teams will be determined on the basis of their position within the double-elimination bracket. After two losses, the teams eliminated in the same round will be placed on the basis of the higher scores. Fifth (5th) place to the highest score, sixth (6th) to the next highest score and so on.
13. DOUBLE ELIMINATION – TEAM TIEBREAKERS:
- 1st TIEBREAKER
Total average of all games played in double-elimination games.
- 2nd TIEBREAKER
Highest match score in double-elimination games.
- 3rd TIEBREAKER
Total score of the top two matches in double-elimination games.
14. TEAM PARTICIPATION BONUS:
- a) In order to encourage full team participation, each team member will have a bonus card at the game table. When a team member gives a correct response to a one-on-one, regular or toss-up question, that member will turn their card around to face the scorekeepers. A bonus worth two (2) points will be awarded to the team; the score of the individual who answered the question (1 or 2 points) will also be added to points depended on the value of the question.
 - b) EXAMPLE: The scorekeeper will add four (4) points to the team score [two (2) points for correct answer to a one-on-one question and two (2) points for the team bonus]. The contestant will receive the value of the question on their individual score, and the team will receive both the individual points and the bonus points on the team score.
 - 1) When an alternate comes to the game table and a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
 - 2) When a team bonus has been earned once, the bonus cards will be turned around and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within a match.
15. TIMEOUTS BONUS:
- a) A team captain, coach or any staff member may call for a “timeout” for clarification of a rule, to seat an alternate or to allow for any unexpected problem. “Timeouts” may be called only after a question has been answered and before the next question starts.
16. HOLDING ROOMS:
- a) All teams, alternates and coaches must remain in the designated holding area until it is their turn to play.
 - 1) After their round match is played, they must go to an appropriate designated area until the conclusion of the round in progress.
 - 2) After the round is completed, all teams/alternates and coaches (not eliminated from the contest) must return to the designated holding area to await their next match.
 - 3) All coaches in the holding area are responsible for supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.
17. CONTEST PROCEDURES:
- a) Teams are assembled and seated at their respective panels, with the designated team captain seated in the No. 1 chair, nearest to the moderator. Each contestant is given the opportunity to check the equipment.
 - b) All team members will have a participation bonus card facing the contestant. They will be blank to the scorekeepers until that contestant gives a correct response to a question. At that time the card will be turned around to face the scorekeepers.
 - c) The procedure of play will be one-on-one questions followed by toss-up questions with an equal number of question types in each round.
18. EQUIPMENT FAILURE:

- a) It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of the match. Backup units will also be available.
- b) If the device being used ceases to function during a match or is believed to be malfunctioning, a “timeout” may be called by any contestant, the staff or by either coach.
- c) If, after checking, it is determined that there is equipment malfunction/failure, the faulty part(s) or unit will be replaced and play resumed.
- d) Scores accumulated up to that point of the “timeout” shall stand and all further points awarded during the remainder of the match added to or subtracted from the total.
- e) If both judges or one judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.
- f) Under no conditions shall there be a replay of a match in which there was equipment failure.

19. PROTESTS/VERIFICATION OF QUESTIONS AND/OR ANSWERS:

- a) Verification of a question and answer is permissible.
- b) ONLY PROTESTS THAT ARE MADE IN A COURTEOUS, RESPECTFUL MANNER WILL BE ACKNOWLEDGED.
- c) Protests must be made before the reading of the next question.
- d) An “official” protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld.
- e) To sustain a protest, at least two members of the designated judges’ panel must agree to keep or replace a question, or to determine the validity of an answer.
- f) If the protest is sustained by the officials, the moderator and/or the scorekeepers will take one of the following actions:
 - 1) If the question is determined by the officials to be a poor question, it will be replaced and open to a specific chair on each team or to all contestants seated at the game table, depending on the type of question (one-on-one or open).
 - 2) If the answer to the question received a call for verification, the designated judge’s panel will determine the validity of the protested question. Points will then be awarded or subtracted as appropriate.
 - 3) If a question was protested after an answer is given, the designated judges panel will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced.
- g) All protests/challenges will be acknowledged by the contest staff.

20. ABUSE OF THE PROTEST PROVISIONS:

- a) In this competition, every effort will be made to be fair, courteous and understanding to the contestants and the coaches.
- b) Abuse of this protest provision by any contestant or coach will result in one or more of the following:
 - 1) Dismissal of team coach from the contest area.
 - 2) Dismissal (or replacement) of any contestant from the competition.
 - 3) Dismissal of an entire team from competition, with forfeiture of points for standing.

21. SPECTATORS, PARENTS AND VISITORS:

- a) Spectators, parents and visitors may not protest any question, answer or procedure during the contest.
- b) Any contest coach, family member, friends or spectators exhibiting UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTESTANT will be subject to dismissal from the immediate contest area.
- c) Spectators, parents and visitors may not leave until the current round is completed.

22. RECORDERS AND CAMERS:

- a) Recording devices such as tape recorders, video cameras, cell phones, movie cameras, etc. may not be used during the competition. Copies of the questions will be supplied to each county.

23. PHOTOGRAPHS:

- a) PHOTOGRAPHS WILL BE PERMITTED ONLY BEFORE OR AFTER EACH MATCH.

HIPPOLOGY CONTEST

OBJECTIVES: The primary objective of the hippology contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate the breadth of their knowledge and understanding of equine science and management, and in particular, the practical application of this knowledge and skill. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants. Each county may enter multiple teams. Each county may enter multiple teams in either the Junior or Senior division. The highest-scoring Senior team will be eligible to represent Arkansas at a national competition (Eastern Nationals, All American Quarter Horse Congress, or Western Nationals) as well as the Southern Regional Horse Show. The second-place Senior team will be eligible to represent Arkansas at the Southern Regional Horse Show. Out-of-state trip expenses for the national contest (not Southern Regionals) will be provided if funding is available.

CONTESTANTS AND ELIGIBILITY:

- a) Each county may enter teams of three (3) or four (4) contestants. In teams in which there are four members, all will compete, but the member receiving the lowest overall score will be automatically declared the alternate. The scores of the alternate will not be included in any of the team totals, but will be considered in making all individual awards. Teams consisting of three members will have no alternate and all members' scores will count in determining individual and team awards.
- b) The teams may be selected by any procedure that the county deems to be appropriate. Team members must be enrolled in 4-H in the county they represent. Their eligibility must be certified by the county agent or 4-H leader.
- c) There will be a Junior division and a Senior division.

2. REFERENCE SOURCES to be used:

NEW HORIZONS – DICTIONARY OF EQUINE TERMS. By New Horizons Equine Education Center, Alpine Publications, Inc. P.O. Box 7027, Loveland, CO 80537

EVANS 2nd – THE HORSE (2nd Edition) by Evans, Borton, Hintz, Van Vleck, W.H. Freeman and Company, 660 Market Street, San Francisco, CA 94104. A special price may be available if ordered from publisher. 414-391-5870

KAINER – THE COLORING ATLAS OF HORSE ANATOMY
Dr. Robert Kainer and Dr. Thomas McCracken, Alpine Publications, Inc.
P.O. Box 7027, Loveland, CO 80537 1-800-777-7257

AYHC 1st – HORSE INDUSTRY HANDBOOK-by the American Youth Horse Council, American Youth Horse Council, 4093-A Iron Works Pike, Lexington, KY 40511-8434

AYHC YOUTH LEADERS MANUAL – by the American Youth Horse Council

Lewis 2nd – FEEDING AND CARE OF THE HORSE (2nd edition), by Lon D. Lewis, 456 pgs. Williams and Wilkens, P.O. Box 1496, Baltimore, MD 21298-9724 1-800-638-0672

State line tack catalog

Grains, forages and feed preparations used in this contest will be representatives of feeds utilized in horse rations.

3. THE CONTEST:

- A. Examination phase, up to 200 points – This phase of the contest will include:
 1. A written exam
 2. Projected slides to be identified as to breed, color, color patterns, activity, proper appointments, etc.
 3. Anatomy which may include external, skeletal internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed anatomy of the lower limbs
- B. Station Phase, up to 200 points – This phase will consist of a series of stations or tables where at each/all contestants will respond to the requirements of the station. Examples of stations which will be used include:
 1. Identification of:
 - a. Various typed of saddles (actual or pictured) and parts of saddles
 - b. Tack, bits, bridles, horseshoes and parts of shoes

- c. Tools and equipment, and assembly of specific parts of various pieces of equipment
 - d. Grains and forages used in equine rations including various form and methods of preparation
 - e. Internal and external parasites based on actual samples, pictures, life cycle charts and/or damage caused
 - f. Blemishes and soundness
 - g. Ages of equines based on teeth
2. Use of pulse rate, respiratory rate, temperature, dehydration, anemia, etc. to assess horse health.
 3. Measurements such as, but not limited to: wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.
- C. Judging phase, up to 200 points – Contestants will be required to place at least four classes consisting of conformation and performance classes. Every effort will be made to use the same horses as being used in the judging contest, with placings to be simultaneous to the judging contest. Pictorial, video and/or movie classes may be used, in which case they would be especially prepared for the event.
- D. Team problems, up to 200 points – All teams will be presented with the same problems. Each team will have equal time to discuss the problem among themselves, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem. Each member of each team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem, completeness of the logic used in making the oral response. The official may ask questions of any or all of the team members to clarify the presentation.

EXAMPLES OF POSSIBLE TEAM PROBLEMS MIGHT INCLUDE, BUT NOT LIMITED TO:

1. Balancing a horse's ration.
2. Farm management recommendation for specific (i.e. breeding, training, boarding, nursery, lay-up, etc.) horse operations.
3. Considerations for the establishment of a new horse facility (stable to be used for a specific purpose).
4. Recommendations for locating, selecting, and purchasing horses for specific uses.
5. Behavior problems – causes, management of and corrections.
6. Training and conditioning programs: equipment, schedules, methods, nutrition and problem avoidance.
7. Breeding and/or leasing contracts – specific clauses for insurance, liability, payments, care, termination, transport, etc.
8. Teaching lessons in horse management (specific subject to be announced) to a group of 9- to 11-year-old beginner 4-H'ers (i.e. where, how long, how much information, hands-on experience, reinforcement, testing evaluation.)
9. Explanation of use or assembly of specific equipment will be considered.
10. Demonstrate skill or ability to use specific equipment.

Team problem scores will not be included in determining the rank of individuals in the contest, but will be added to the team scores of the other three phases to determine overall team standing.

4. **TIEBREAKING:**
All ties overall, individual and team will be broken using the following sequence:
 1. Examination scores
 2. Station scores
 3. Judging scores

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

TEAM PRESENTATION CONTEST

1. **OBJECTIVES:** The primary objective of the team presentation contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate their knowledge and understanding of a specific equine-related topic, and present that topic to an audience. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants. Each county may enter multiple teams. The two highest-placing teams overall (Junior and Senior

division) will be eligible to represent Arkansas at the Southern Regional Horse Show as well as Eastern Nationals or Western Nationals.

2. Working orders will be drawn and posted in advance of the contest. Working order may be changed to accommodate 4-H members when conflicts arise with the horse show classes.
3. May be a demonstration or illustrated talk.
4. A team will consist of two members. Teamwork should be demonstrated.
5. Subject must pertain to the horse industry. (No live animals may be used.)
6. Ten to 15 minutes will be allowed for each demonstration, with a penalty of 1 point per judge subtracted for each minute or fraction of a minute over or under the time limits.
7. The following equipment will be provided for the contestants use: two (2) tables, two (2) easels, one screen, computer, projector, and one power cord.
8. Consideration and points on the scorecard will be:

a) Introduction (10 Points)

- 1) Did the introduction create interest in the subject?
- 2) Was the introduction short and to the point?

b) Organization (25 Points)

- 1) Was only one main idea demonstrated?
- 2) Did the discussion relate directly to each step as it was shown?
- 3) Was each step shown just as it should be done in an actual situation, or was an explanation given for discrepancies?
- 4) Could the audience see each step?
- 5) Were materials and equipment carefully selected, neatly arranged and well-organized?
- 6) Were charts and posters used if and when needed?
- 7) Were the key points for each step stressed?

c) Content and Accuracy (25 Points)

- 1) Were facts and information presented accurately?
- 2) Was enough information presented about the subject?
- 3) Were approved practices used?
- 4) Was credit given to the sources of information if it was appropriate?
- 5) Was the content appropriately related to the horse industry?

d) Stage Presence (10 Points)

- 1) Were the demonstrators neat and appropriately dressed for the subject of demonstration?
- 2) Did the demonstrators speak directly to and look at the audience?
- 3) Was the demonstration too fast or too slow?

e) Delivery (15 Points)

- 1) Did the demonstrators appear to enjoy giving the demonstration?
- 2) Did the demonstrators have good voice control?
- 3) Were all words pronounced correctly?
- 4) If notes were used, was it done without distracting from the speech?
- 5) Did the demonstrators seem to choose words at the times they were spoken instead of memorizing the demonstration?

f) Effect on Audience (5 Points)

- 1) Did the audience show an interest in the demonstration?

2) Could the audience go home and use the idea?

g) Summary (10 Points)

- 1) Was the summary short and interesting?
- 2) Were the key points briefly reviewed?
- 3) Did the summary properly wrap up the demonstration?
- 4) Could demonstrators handle questions easily?

9. Contestants may use notes, but excessive use of notes may be counted against the contestant. This will be at the discretion of the judge or judges.
10. Contestants should cite their major references after the conclusion of their presentation. This will not be counted in the allotted time.
11. Questions will be asked by judges only.

INDIVIDUAL PRESENTATION CONTEST

Same rules and scorecard as for Team Presentation.

Exceptions:

1. This is an individual contest.
2. Presentations should be 9-12 minutes in length. One point per judge will be deducted from the score for every minute or fraction of a minute under or over the time limits. Each county may enter multiple contestants. The two highest-placing individuals overall (Junior and Senior division) will be eligible to represent Arkansas at the Southern Regional Horse Show as well as Eastern Nationals or Western Nationals.

PUBLIC SPEAKING CONTEST

OBJECTIVES: The primary objective of the public speaking contest is to provide, in a friendly but competitive setting, an opportunity for youth enrolled in 4-H to demonstrate their knowledge and understanding of a specific equine-related topic, and present that topic to an audience. It is hoped that this contest will generate new friendships and be a rewarding experience for the contestants. Each county may enter multiple contestants. The two highest-placing individuals overall (Junior and Senior division) will be eligible to represent Arkansas at the Southern Regional Horse Show as well as Eastern Nationals or Western Nationals.

1. Subject must pertain to the horse industry.
2. Seven to 10 minutes will be allowed each speaker, with 1 point per judge subtracted for each minute or fraction of a minute over or under the time limit.
3. Contestants may use notes, but excessive use of notes may be counted against the contestant. This will be at the discretion of the three judges. Powerpoint slide shows are not to be used.
4. Consideration and points on the scorecard will be:

a) Introduction (10 Points)

- 1) Did the introduction create interest in the subject?
- 2) Was the introduction short and to the point?

b) Organization (15 Points)

- 1) Were the main points easy to follow?
- 2) Were the main points arranged in the best order?

- 3) Were the sentences short and easy to understand?
- 4) Was the speech interesting?

c) Content and Accuracy (20 Points)

- 1) Were the facts and information accurate?
- 2) Was there enough information concerning the subject?
- 3) Was credit given to the sources of information, if appropriate?
- 4) Was the content appropriately related to the horse industry?

d) Stage Presence (15 Points)

- 1) Was the speaker neat and appropriately dressed?
- 2) Did the speaker talk directly to and look at the audience?
- 3) Was the speaker's posture erect, but not stiff?
- 4) Did the speaker refrain from leaning on the lectern?
- 5) Did the speaker seem relaxed and at ease?

e) Delivery (20 Points)

- 1) Did the speaker have appropriate voice control?
- 2) Were all the words pronounced correctly?
- 3) Did the speaker's facial expressions reflect the mood of the speech?
- 4) If notes were used, was it done without distracting from the speech?
- 5) Did the speaker seem to choose words at the time they were spoken, instead of memorizing or reading the speech?

f) General (10 Points)

- 1) Did the speaker convey to the audience a sense of wanting to communicate?
- 2) Did the speech reflect the thoughts and personality of the speaker?

g) Conclusion (10 Points)

- 1) Was the conclusion short and interesting?
- 2) Did the conclusion properly wrap up the speech?
- 3) Could the speaker handle questions easily?