

# LARAMIE COUNTY HORSE POLICY AND PROCEDURE MANUAL



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## **Laramie County 4-H Horse Program**

### **2023 Policies and Procedures**

#### **Educational Guidelines**

The 4-H program provides opportunities for a young person to develop essential life skills of mastery, independence, generosity, and belonging through their own areas of interest. In this project area, youth may learn:

- Safety precautions to prevent injuries to themselves, others, and their mounts.
- Develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits and characteristics.
- Experience the pride and responsibility of owning or managing a horse or pony.
- Acquire skills and fundamental knowledge in basic horsemanship.

#### **General Guidelines and Expectations**

- Wyoming 4-H requires youth to be safety certified on each horse with which they intend to compete. Class eligibility depends upon the age of the youth and upon the safety sections certified of each particular horse and rider team.
- ALL members must have Horse Safety Testing paperwork on file and successfully completed, including endorsements, at the County Extension Office by the required deadline as advertised by the 4-H program to participate at the Laramie County 4-H-FFA Horse Show.
- Endorsements must be passed to participate in the following classes:
  - Halter class members must pass section 1 and 2A of the certification
  - Rail and performance classes require members pass section 2B of the certification to ride
  - Trail endorsements for the Trail Class
  - Speed endorsement for all stock and speed classes to include goat tying, working cow and cow sorting
  - Roping endorsement for all roping classes
- 4-H members are required to wear riding appropriate attire at all practices, clinics, and shows. Proper riding attire includes: jeans, t-shirt/long sleeve shirt (no tank tops), closed toe shoes, boots with smooth sole must be worn while riding.
- Rules in this handbook will have precedence over all other rules. American Quarter Horse Association (AQHA) and the United State Equestrian Federation (USEF) rules will be used for any rules not covered in this manual.
- It is each members responsibility to register for the Laramie County Fair and the Wyoming State Fair.
- It is not guaranteed which events will be offered at the Laramie County Fair and the Wyoming State Fair.

## **Divisions and Behavior**

- 4-H age categories are recognized as:
  - Junior 8-10 years old
  - Intermediate 11-13 years old
  - Senior 14-18 years old

These ages are recognized as of January 1<sup>st</sup> of the current year.

- A horse's age is determined as of January 1<sup>st</sup> of the year born. A horse becomes a year older on January 1 of the year following its birth. Example: A foal born May 2004 becomes a year old on January 1, 2005.
- Stallions 1 year of age and older will not be utilized or allowed on show grounds.
- Any person having a grievance or complaint shall submit a written signed statement to the 4-H Horse Show Superintendent and 4-H Educator or FFA Advisor for investigation. The statement shall include all facts to clearly explain the case. Grievances must be submitted within 24 hours after completion of the Laramie County Fair Horse Show.
- Foul language, verbal abuse of Fair Officials, insubordination or cheating will not be tolerated.
- 4-H members who do not exhibit or conduct themselves in a sportsmanlike manner may be dismissed from the ring and/or forfeit all premiums.

## **Laramie County Fair Descriptions**

- 4-H members must prepare and groom their own animal for any/all classes
- 4-H members are required to wear riding appropriate attire at all practices, clinics, and shows. Proper riding attire includes: jeans, t-shirt/long sleeve shirt (no tank tops), closed toe shoes, boots with smooth sole must be worn while riding.
- All horses must have a current vet health inspection to be allowed on the grounds for Laramie County Fair. Exhibitors are not allowed to have an outside vet inspection per Laramie County Fair policy. It is strongly recommended that all horses be current on immunizations. Horses must be sound and in good body condition to compete. There shall be a ring steward for each judge and he/she shall be the ONLY person allowed in the ring with the judge in all classes.
- Parents and exhibitors are NOT allowed to address the judge. Questions need to be addressed to the gate attendant, horse committee leaders and/or superintendent or FFA/4-H Educator.
- No 4-H exhibitor will receive aid from any person outside the show ring while showing.
- \*\*Disqualification may result at the discretion of the officials, the fair superintendents, or the Laramie County 4-H Educator.
- 4-H and FFA members cannot use the same horse for both projects. A separate horse is required for each organization.
- The 'family horse' is defined as one horse that can be shown by members of the direct family (siblings ONLY).
- Each member must be safety certified and endorsed in each event entered to compete on that horse.
- The horse may only be entered in one event, i.e., the horse can run once with Exhibitor A for barrels and once for Exhibitor B in poles, but cannot run for both events for both exhibitors.

- Exhibitor numbers must be clearly visible. If worn on the back of the exhibitor, the number must be pinned on the top and bottom. If displayed on the saddle pad, a number must be worn on each side.
- There will be a 5-minute call before each class. A five (5) minute tack change will be allowed between classes if necessary. However, the ring steward or gate person **MUST BE NOTIFIED** of necessary changes. 4-H members will be denied entry if not present for last call into the ring.
- Only exhibitors and their project horses are allowed on the grounds during the horse show.
- If for any reason an exhibitor cannot use the horse that was pre-entered for Fair, they may substitute another horse with Superintendent permission and pass all safety certifications to show in those pre-registered classes.
- At the conclusion of the Laramie County Horse Show all stalls must be cleaned and exhibitors must check out with the Horse Superintendent within two (2) hours of show completion. Unclean stalls will be assessed a \$20 cleaning fee, per stall, to be withheld from fair premium checks. All horses must leave following the close of the show.
- No minimum number of exhibitors are needed to fill a class at the Laramie County Fair.

### **Awards**

- Halter horse points do not count toward ANY high point awards
- Champion and Reserve Champion ribbons shall be awarded to the first and second place of each division/class
- Tiebreakers for all events will be the Showmanship class.

### *Horse Committee Awards*

- The Laramie County Horse Committee seeks sponsors and fundraising opportunities each year to have the opportunity to award our 4-H members with awards. To be eligible for these awards clinic attendance and participation is required each year.
- Each year the Horse Committee outlines a list of clinics to be held throughout the year up until the Laramie County Fair. The Horse Committee will set the required number of clinics a member must attend at the beginning of each year. (Example: There are 10 clinic held this year, 4-H member must attend and participate in 6) for award eligibility.
- The Horse Committee takes attendance at each clinic and verifies if the 4-H member is participating. The 4-H member can attend a clinic even if they do not intend to compete in the topic being offered. (Example: Hunter Hack, we will still have ground poles and teach basics even if you do not intend to jump)

### *LCF Awards*

- Laramie County Fair provides ribbons and banners for the first place of each class and each division.
- For any questions regarding premiums or placings please refer to the LCF Fair Book.
- Laramie County Fair also seeks sponsorships for Showmanship Buckle Awards in each division for first place.
- Clinic attendance does not matter as long as all certification requirements are met.

### *Overall Horse and Rider*

- In order for the 4-H member and horse to be eligible for the Overall Horse and Rider award the rider must ride the SAME horse in two western events, two English events, and two speed events. (Ex. Western pleasure, Trail, English Equitation, Hunter Hack, Pole Bending, Working Cow) Showmanship and halter are not included in the overall scoring, unless necessary for a tie breaker for Horse Committee Sponsored Prizes.
- A rider may ride a 2<sup>nd</sup> horse in other events, however for the horse to be considered it must be in 2 classes in each category. Please ask for clarification if you have questions. Points earned on two separate horses cannot be combined for a total score.
- The horse you plan to use for each event must be declared the night of check-in and is not subject to change unless in the event of an emergency and is approved by the Horse Committee.

### *Sportsmanship Award*

- The sportsmanship award seeks to recognize members support of others, as well as, quality and kind horsemanship.
- The Horse Committee encourages 4-H members to submit their votes for this award during fair, however it should be considered for all clinics, shows, etc.

### *Most Improved Horse and Most Improved Rider*

- The Most Improved Horse and Most Improved Rider award is voted on by the Horse Committee. The Committee observes the horse program participants throughout the year at clinics and at LCF. When choosing an individual for these awards the Committee looks for someone who is going the extra mile to improve their own skills or working extra hard with their horse, 4-H horse program members also must be in the program for at least one full year before being considered for these awards.

### **Horse Committee Points and Scoring**

- Points will be counted as follows:

First place.....	7 points	Fourth place....	3 points
Second place....	5 points	Fifth place....	2 points
Third place...	4 points	Sixth place....	1 point
- No minimum number of exhibitors is needed to fill a class at Laramie County Fair.
- Showmanship and Halter are not considered in the overall placing.
- **Team Sorting Scoring**
  - Each 4-H/FFA member is allowed to compete in team sorting with two runs.
  - The lowest score for each rider/team will be dropped. The competitor/team will receive points on their highest scored run.
  - Team Sorting entries for the Wyoming State Fair must be from the same county.

## Safety Guidelines

Wyoming 4-H requires a horse and rider safety certification that creates a standard of applied safety for all youth working with horses. Any youth who intends to compete or participate at a public, 4-H sponsored competition will need to be certified on any competing horse as being safe to do so before competing or participating. It is the responsibility of the rider to bring three photos (front and both profile views) to their designated certification date to attach with their certification. A riders certification form will not be accepted without the required photos. Volunteers and leaders will help youth in learning about, interacting with, and riding horses in a safe manner.

- The safety of 4-H youth and their horses must be kept foremost in mind.
- All horse safety rules, regulations and guidelines shall be adhered to at all times as stated here, the Laramie County Fairbook, etc.
- 4-H horse committee and show management should be notified immediately when drugs or medications are being used. The use of prescription medications of any kind should be administered by a veterinarian or the youth should be prepared to provide proof of prescription/instructions of medical use that they have been directed to administer by a veterinarian. Providing a horse with any illegal drug will result in disqualification. For a complete listing of prohibited drugs please see most current [USEF guidelines](#) for drugs and medications.
- Riding helmets must be certified by the American Society for Testing and Materials and the Safety Equipment Institute (ASTM/SEI). Riding helmets are mandatory for all English events and recommended for all other horse events for a member to be mounted on a horse.
- If a horse kicks (or is known to kick), a red ribbon must be tied to its tail for the safety of all. The judge shall not discriminate against the horse. If any horse is deemed too dangerous for the rider or others, the superintendent along with the 4-H Educator, and/or show judge, has the right to dismiss the horse for the remainder of the day or the remainder of the horse show.
- Only exhibitors may ride, groom, warm-up, etc. project horses on the grounds during the horse show.
- For hunter hack classes, contestants should be allowed a practice jump in the warmup area or prior to the start of the class.
- Smooth-soled, heeled boots are required anytime a 4-H member is handling or mounted on a horse.
- Only one rider is allowed on a horse at any one time.

In any event a horse or rider is deemed unsafe by a certified 4-H horse volunteer leader, committee member or show management, they may request the horse or youth be removed from the educational event. If a situation arises at a competitive event, the 4-H show management has discretion to handle the situation. Safety should always be stressed and practiced.

**Safety Certification of Horse and Rider**

1 of 2

**Wyoming 4-H  
Horse ID and Safety Certification**



One form needs to be completed for each horse a youth intends to learn and compete with. Certification should be done by a trained key leader who is not the parent of the child. The process is progressive. Complete Section 1, then 2A, then 2B, then individual endorsements.

- SECTION 1 evaluates the safety of the youth around a horse and is to be completed by every youth.
- SECTION 2 evaluates the horse for safety interactions with the particular youth and is to be completed depending upon the extent to which a youth intends to learn and compete. Smaller sized youth may need assistance but should be able to explain the correct methods whenever possible.
  - 2A - is for groundwork learning for showmanship/halter competitions
  - 2B - is for mounted riding learning and limited riding competitions
- SECTION 3 evaluates advanced endorsements of the horse and rider for events such as roping, speed events, trail, and jumping.

Horse name/ID: \_\_\_\_\_ Youth name: \_\_\_\_\_

Breed: \_\_\_\_\_

Description \_\_\_\_\_

NOTE: Youth will need to attach a photograph of the horse.

In terms of safety, can the youth ...		Yes	Evaluator comments
<b>Section 1 - Youth</b>	... correctly identify, and explain, the following parts of the horse?	Ears	
		Muzzle	
		Throat latch	
		Withers	
		Girth	
		Chest	
		Back	
		Flanks	
		Pastern	
		Hoof	
	... correctly identify and explain the following parts of a bridle and saddle?	Bit	
		Headstall	
		Curb/chin strap	
		Front cinch	
		Back cinch	
		Breast collar	
		Stirrup	
		Stirrup leather keeper	
		Horn	
		Cantle	
... show and explain the "safety zones" when being around a horse?			
... demonstrate and explain how he/she should move around a horse?			
... identify and explain safe locations to tie up a horse?			
... explain what is necessary and appropriate attire for safely working with and riding a horse?			
Evaluator's name: _____ Date: _____ Initials: _____			

In a safe and appropriate manner, can the youth...		Yes	Evaluator comments
<b>Section 2A - Groundwork</b>	... catch a horse?		
	... halter the horse?		
	... lead the horse properly?		
	... tie the horse up two times in safe locations using the correct quick release knot?		
	... pick up a foot?		
	... clean out the hoof using a pick?		
	... change sides while leading the horse?		
	... back the horse?		
	... turn the horse to face different direction?		
	... trot the horse?		
... pass through a latched gate by opening and closing it?		Evaluator's name: <input type="text"/> Date: <input type="text"/> Initials: <input type="text"/>	
<b>Section 2B - Riding</b>	... change from halter to bridle?		
	... clean the back and heart girth of horse to ensure safe saddling?		
	... demonstrate proper saddling of a horse with adjustments?		
	... properly adjust equipment for correct fit to the horse and rider? (Have them explain)		
	... mount and dismount? (Ask reasons for each of the two methods shown in the manual)		
	... ride horse at a controlled walk?		
	... ride horse at a controlled trot?		
	... ride horse at a controlled lope?		
	... ride the horse and make it stop?		
	... back the horse while mounted?		
... turn the horse to right and left?		Evaluator's name: <input type="text"/> Date: <input type="text"/> Initials: <input type="text"/>	
<b>Section 3 - Endorsements</b>			
<b>Trail</b>	... open, pass through, and close a gate?		
	... cross a bridge?		
	... weave between and cross over poles?		
<b>Speed</b>	... demonstrate a controlled gallop?		
	... repeatedly demonstrate controlled turning of the horse while moving rapidly?		
<b>Roping</b>	... repeatedly demonstrate a controlled stop from galloping?		Evaluator's name: <input type="text"/> Date: <input type="text"/> Initials: <input type="text"/>
	... repeatedly throw loops at a target while mounted on the horse that is standing still?		
	... repeatedly throw loops at a target while mounted on the horse that is running?		
<b>Jumping</b>	... can properly demonstrate dallying using the saddle horn?		Evaluator's name: <input type="text"/> Date: <input type="text"/> Initials: <input type="text"/>
	... repeatedly cue their horse to go over jumps while it's in motion?		
... repeatedly retain proper body position when horse is jumping?		Evaluator's name: <input type="text"/> Date: <input type="text"/> Initials: <input type="text"/>	

## Wyoming State Fair

- See [wystatefair.com](http://wystatefair.com) for the most up-to-date information
- Halter horses need not have placed first at the county level but must be of halter quality and must have been shown by the exhibitor at the county level.

## Definitions and Descriptions

- Fall of Rider: a rider is considered to have fallen when he/she is separated from their horse, that has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- Fall of Horse: a horse is considered to have fallen when the shoulder or haunch on the same side have touched the ground or an obstacle and the ground.
- The following terminology shall apply in all Western Classes whenever a specific gait is called for:
  - The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
  - The jog/trot is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog-trot should be squarely balanced with a straightforward movement of the feet. Horses walking with their back feet and trotting on the front feet are not considered performing the required gait. When asked to extend the jog, the horse moves out with the same way of going.
  - The lope is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four-beat gait are not considered to be performing the proper lope and are to be penalized. The horse should lope with a natural stride and appear relaxed and smooth. The lope should be ridden at a speed that is a natural way of going.
  - Extended gaits – an increased lengthening of the frame and stride.
- The following terminology shall apply in all Hunter Seat English Classes whenever a specific gait is called for:
  - Walk – forward, working walk, rhythmical and flat-footed; extremely slow walk to be penalized.
  - Trot- long, low, ground covering, cadenced and balanced strides. Smoothness is more essential than speed. Excessive speed to be penalized.
  - Canter- smooth, free moving, relaxed and straight on both leads. The stride should be suitable to cover ground following hounds. An over-collected or a four-beat canter is to be penalized. Excessive speed is to be penalized.
  - Hand Gallop – should be a definite lengthening of the stride with a noticeable difference in speed. The horse should be under control at all times and be checked and rated easily.
  - Extended gaits – an increased lengthening of the stride within the gait.

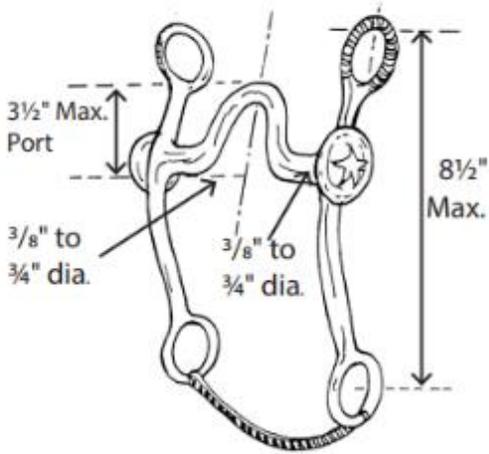
## Bits, Curbs and Reins

- Whenever this manual refers to a curb bit in western performance classes, it means 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 are considered a standard western bit. Shanks, fixed or loose, are to be 8 ½ inches maximum in length. Mouthpiece bars must be round, oval or egg-shaped, smooth and unwrapped metal of 5/16 to ¾ inch in diameter, measured 1 inch from the cheek. They may be inlaid but must be smooth or latex-wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. Rollers and covers are acceptable.
- When a curb bit is used (regardless of the age of the horse), only one hand is permitted on the reins.
- When a curb bit is used, a curb strap or chain is required. (see figure)
- Whenever this rulebook refers to a snaffle bit in western performance classes, it means the use of a smooth snaffle bit (no shanks). The mouthpiece should be round, oval or egg shaped, smooth and unwrapped metal. A snaffle may have a D-ring, O-ring or Eggbutt cheek piece no larger than 4 inches in diameter The inside circumference of the ring must be free of rein, curb or headstall attachments that would provide leverage. A loose chin strap of leather or nylon must be attached below the reins. Split reins must be used with two hands on the reins.
- Whenever this rulebook refers to bosals/rawhide or leather hackamores (excluding mechanical hackamores) in western performance classes, it means the use of a flexible, braided rawhide or leather bosal, the core of which may be rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws regardless of how padded or covered. A minimum of one finger space (¾ inch) must be between the bosal and the animal's nose. A hackamore/bosal must use a mecate rein, which must include a tie-rein. Bosals must be used with two hands on the reins. This description does not refer to a mechanical hackamore. Horse hair bosals are prohibited. Bosals or nosebands are not permitted with a bit.
- Split reins or closed, braided reins (romals) are required in Western classes. (Exceptions: timed events or when riding a junior horse with a snaffle bit or bosal). Reins are to be held in one hand and not changed except in trail, in which changing hands is permissible when negotiating an obstacle, such as the gate. Split reins must fall on the same side as the rein hand. The hand is to be around the reins. Only one finger is permitted between split reins.
- Fingers between reins are not permitted when using a romal. The hold is similar to making a fist, as show in Figure. The extension of the romal reins should be held in the free hand, with approximately 16inches between the reining hand and free hand holding the romal. The romal shall not be used forward of the cinch or used to signal or cue the horse in any way.
- In **western horsemanship, western pleasure, ranch riding, reining or trail classes**, mechanical hackamore bits, gag bits, unorthodox or severe mouthpieces or pressure headstalls are not permitted.
- In **timed events only**, mechanical hackamore and gag bits are permitted in addition to those listed previously, and, if used, must have enough play to permit two fingers to pass between the chin and curb strap/chain. Closed braided reins (roping reins) may be used with any type of bit or hackamore. Tie-downs and martingales are permitted. Bats can be used.
- Tie-downs used in speed events must be leather, flat nylon or rope a minimum of 3/8 inch in diameter. Bonnets (tie-down that goes over the poll and/or across the forehead) are permitted

for speed events only and must be made of rope, flat nylon webbing or leather only (minimum of 3/8 diameter).

- Martingales and draw reins are permitted for speed events only. However, martingales used with curb bits must have rein stops. Draw reins may not be attached between or around the front legs.
- Protective boots will be allowed in ranch riding, reining, timed events and hunter hack classes. The use of slip-on horse boots (easy ride) or related footwear are not considered protective boots and are permissible to be worn in all classes. They must be suitable for riding for safety purposes.
- Judges may prohibit the use of any bit or equipment they consider inhumane or giving the horse/rider an unfair advantage.

**Example of a Legal Bit**

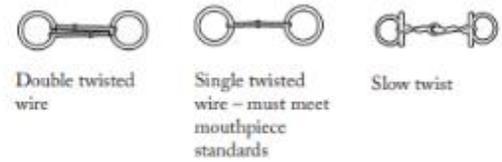


**Example of Legal and Illegal Bits**

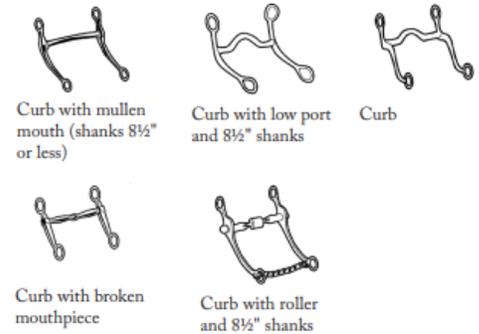
**Legal for all Events**



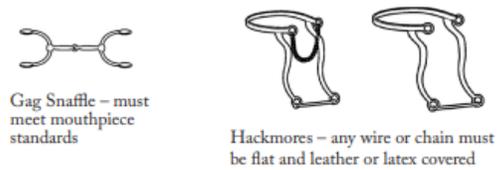
**Legal for English Events**



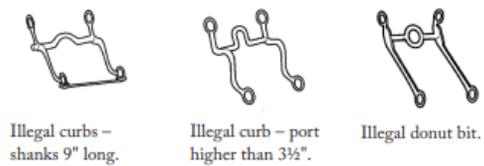
**Legal for Western Events**

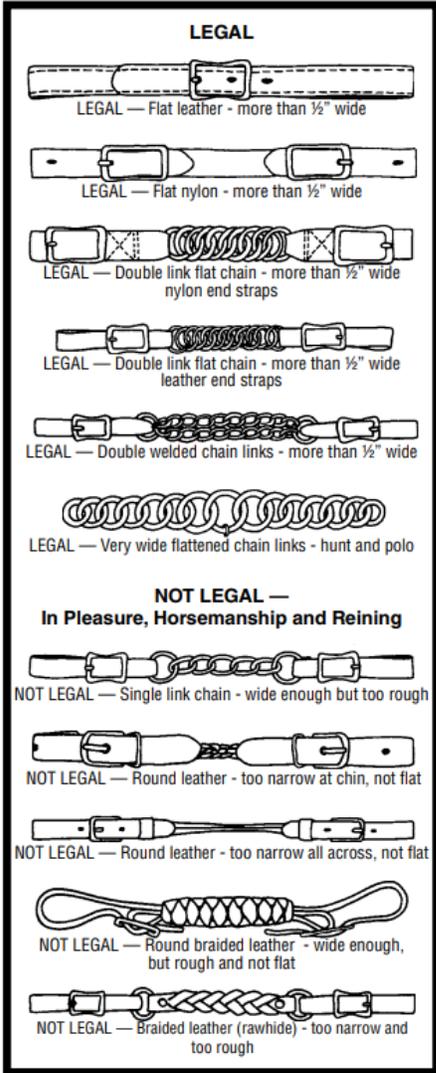


**Legal for Speed Events**



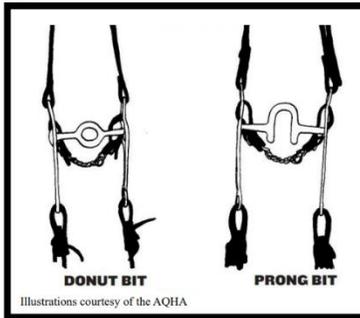
**Illegal for all Events**





Illustrations courtesy of the AQHA 11

Figure 2. Illegal Bits



**Figure 4. Acceptable Snaffle Bits and Hand Positions**

**Typical examples of acceptable bits or bosal**

Eggbutt snaffle bit

O-Ring snaffle bit

D-Ring snaffle bit

**Hackamore (Rawhide bosal)**  
A bosal may also be used on Jr. horses, except snaffle bit 2-year-olds.

Rings no larger than 4" in diameter on the inside of the ring.

Mouthpiece a minimum of 5/16" measured 1" from the inside of the ring on the snaffle bit.

**Hand and rein positions when riding two-handed.**

Acceptable hand positions.

These hand positions should be severely penalized (unacceptable).

**Split rein hand hold positions when riding one-handed.**

Correct hand hold

To right - hand

To left - hand

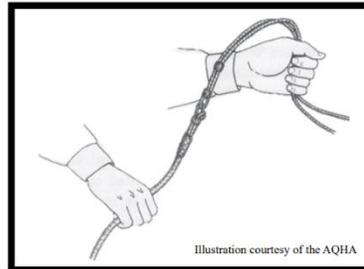
Incorrect hand hold

Correct hand hold

Correct hand hold

Illustrations and photos courtesy of the AQHA

**Figure 5. Acceptable Romal Hand Hold Position**

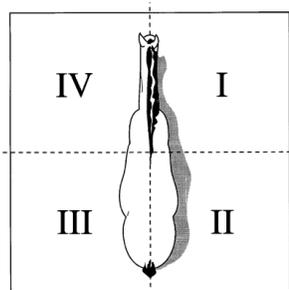


## Western Division

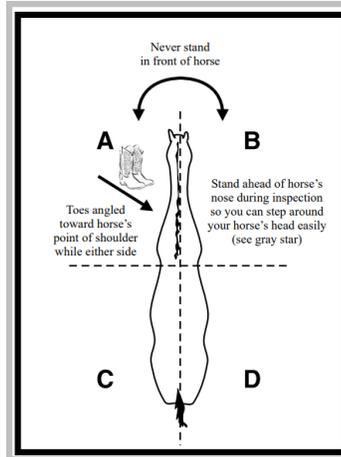
- Members may only have one (1) entry in Showmanship or any performance class, excluding Halter.
- Silver or fancy equipment shall not count more than good working equipment.
- Horses shall be shown with a stock saddle.
- Prohibited tack in western classes: draw reins, drop nosebands, martingales, tie down, and flash cavessons, whips, crops, and bats.
- Riders are required to wear a long sleeved western shirt with a collar, western boots with a heel, and riding jeans.
- Western hat or protective headgear (ASTM/SEI certified)

## Showmanship Division

- Showmanship is not a divisional class but may be a consideration toward the Overall Awards.
- Members may only have one (1) entry in Showmanship or any performance class, excluding halter.
- Showmanship is designed to evaluate the exhibitor's ability to execute, along with a well groomed and conditioned horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence. The judge will evaluate the exhibitor and horse on its cleanliness and overall appearance. The horse's conformation is not considered. Exhibitors should be courteous and sportsmanlike at all times, quick to recognize and correct faults in the positioning on the horse. The exhibitor should continue showing the horse until the class has been placed.
- Exhibitors may be asked to enter one at a time into the arena or to line up as a class in the arena at the judges' discretion.
- Exhibitors will complete a pattern individually before the judge and return to line up.
- Horses may be shown with western or English tack or attire. A clean, appropriately fitted halter with an appropriate lead is required.
  - Western: horse should be shown with a halter and lead shank. Chains under the chin is preferred rather than over the nose. Exhibitor can also double the lead through the bottom ring of the halter. Proper use of chain should run through the left ring on the halter by the lower jaw, under the jaw, through the right lower ring and clipped directly to the right ring below the eye with the clip facing outward. It is preferred that the chain is cut to clip directly to the ring, however, doubling back to clip the chain to itself on the right side of the horse's head is permitted.
  - Never hold on to the shank (chain).
  - Right hand should be on the lead at all times. Never switch hands.
  - Left hand should have the tail of the lead nicely folded. NEVER have small coils as your hand/wrist could become severely injured should the horse spook or pull back. Big loose loops are also permissible.
  - English: horse should be shown with a halter and lead shank or a bridle and reins.
- Spurs are not permitted.



**The Quarter Method  
of Showing**



- The following are suggested guidelines meant to serve as an illustration of proper movement around the horse while showing in Halter and Showmanship and are for exhibitor information.
- Imaginary lines divide the horse into four equal parts as seen in the above figure. One line runs across the horse just behind the withers. The other imaginary line runs from head to tail.
- The exhibitor should always be in a quadrant adjacent to the judge. When the judge is in I, the exhibitor should be in IV. As the judge moves to II, the exhibitor should move to I. When the judge moves to III, the exhibitor moves to IV. As the judge moves up to IV, the exhibitor returns once more to I.
  - When the judge crosses the front of the horse, the exhibitor should not move to a new quadrant until the judge has crossed the exhibitor's shoulder.
  - The exhibitor should not move to another quadrant if the judge stops directly in the front of the horse. To move at this time blocks the judge's view of the horse's front legs.
  - If the judge stops directly in front of the horse at the end of an exhibitor's pattern, the exhibitor should remain in place until the judge nods at the exhibitor or otherwise indicates he/she is done observing the horse and the exhibitor is excused. After dismissal by the judge, the exhibitor should move to the horse's left side and exit the pattern.
- This Quarter Method is based on safety, as the exhibitor can keep the horse's hindquarters from swinging toward the judge should the horse become uncontrollable. It also allows the exhibitor to maintain eye contact and hear directions from the judge, and it allows the judge an unobstructed view of the horse.

### **Faults**

A pull turn to the left is an unacceptable maneuver, unless otherwise noted in the pattern.

### **Three (3) Points**

- Break of gait at the walk or trot up to 2 strides
- Over or under turning up to 1/8 of a turn
- Ticking or hitting cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot and replacing it in the same place
- Lifting a foot in a set-up and replacing it in the same place after presentation

#### Five (5) Points

- Not performing a specific gait or not stopping within 10 feet of designated location
- Break of gait at walk or trot for more than 2 strides
- Splitting the cone (cone between the horse and exhibitor)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Horse stepping out of set-up after presentation
- Horse resting a foot or hipshot in a set-up
- Over or under turning 1/8 to ¼ turn

#### Ten (10) Points

- Exhibitor is not in the required position during inspection
- Exhibitor touching the horse or kicking their feet at the horse's feet during the set-up
- Standing directly in front of the horse
- Loss of lead shank, holding chain or two hands on shank
- Blatant disobedience including biting, kicking, rearing or pawing; horse continually circling exhibitor
- Horse stepping out of or moving the hind end significantly during a pivot or turn more than one time
- Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than ¼ turn

#### **Halter (Conformation) Classes**

- If a contestant foresees a possible conflict in showing two or more halter horse, they must have another 4-H member prepared to show one of the horses. Halter classes will not be delayed for a 4-H member who is showing in one ring when his/her class is called for the in the other ring.
- Halter is defined as a class where the horse is judged based upon its conformation, that is, its physical appearance.  
Halter class rankings are to be based upon objective evaluation of an adequately controlled horse exhibiting the most positive combination of balance, structural correctness, and degree and quality of muscling. Correctness of movement along with appropriate breed and sex characteristics are also taken into account.
- Class Procedure: Exhibitors will work their horse at the walk and trot for the judge individually, following the judge's preferred pattern. Exhibitors will then line up either head to tail or side by side for individual inspection.

#### **Western Pleasure**

- Western pleasure demonstrates the horse's brokenness, consistency, and quality of movement. The walk should be a comfortable, ground-covering four-beat gait. The trot/jog should be a soft, balanced two-beat diagonal gait showing proper cadence. 'Walking behind' in the jog should be penalized. The lope should be a consistent and rhythmical three-beat gait. Horses should carry their head in a relaxed and natural position.
- Class Routine

- Horses are to enter the arena single file at a walk or jog as directed by the judge. Horses shall demonstrate a walk, jog and lope in both directions of the arena. Horse always should be reversed away from the rail and never should be asked to reverse at a lope. When working on the rail, slower-moving horses should remain closest to the rail and any passing should be done on the inside (toward the middle of the arena) of the slower-moving horse. Adequate space should be created between the passing horses before returning to the rail. Horses should easily back and stand quietly.
- Horses will be judged on quality of movement, attitude and mannerisms as reflected in the horse's ears, mouth, tail, and way of going.

Gait	Good	Average	Below Average
Walk	Ground-covering, flat-footed, four-beat gait, straight and true. The horse is alert with a stride of reasonable length, relaxed and cadenced.	Slow, non-rhythmical gait, appears to be relaxed at times, demonstrates a bright and attentive appearance at times, slight handling by rider.	Stopping and starting, nervous jogging, uneven pace with little to no cadence, lacks flow and may be intimidated by handling.
Jog	Smooth, two-beat diagonal gait, consistent speed, square, balanced and with straightforward moving feet. Excellent cadence, rhythm, and bright and alert expression. Exhibits good lift and self-carriage.	Faster moving, more unsteady with head carriage, slight handling by rider, some cadence and rhythm but lacks consistency.	Not keeping a two-beat jog, changing speed, walking with their back feet and trotting in the front is not considered the required gait.
Lope	Cadenced three-beat gait, consistent, round back, deep stride with rear legs, good lift and self-carriage.	Cadenced, consistent at times, requires more guidance from the rider, demonstrates some drive from behind, appears relaxed with some self-carriage.	Unbalanced head carriage, lacking three-beat lope, fast, requires lots of guidance, lacks drive off of hocks, is not relaxed in appearance.
Extended Jog	Good lengthening of stride, stays steady with head	Slight increase in speed, requires more guidance	Inconsistent speed, failure to increase stride length, breaks gait, pushy
Back	Responsive, backs straight and willingly, balanced with one fluid movement, backs without gapping the mouth with light contact and without hesitation.	Slight hesitation, backs crookedly, some extra guidance is obvious.	Throws head, pulls on bit, fails to back, gaps mouth with resistance to rider.

Attitude	Ears forward, tail quiet, travels on a reasonably loose rein, attentive to rider's cues, looks straight through bridle when traveling, remains quiet at the bit, maintains consistent speed and cadence, demonstrates smooth transitions with little handling.	Lacks attentiveness, requires handling from rider from time to time, may exhibit some mouthiness on the bit, requires some guidance from time to time, transitions are correct but may lack some smoothness in headset and promptness.	Pinned ears wringing of tail, consistent chomping and mouthing of bit, horse requires constant fixing and checking by rider, horse is pushy during transitions.
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### **Western Horsemanship**

- Western Horsemanship is designed to evaluate the rider's ability to complete a specified pattern effectively. This class is judged on pattern accuracy, rider body position and complete unison between horse and rider. The judge is looking for a rider who presents precision and smoothness in the pattern while exhibiting poise, confidence and a balanced, fundamentally correct body position throughout the class. The ideal horsemanship pattern is extremely precise, with the horse executing each maneuver with subtle aids and cues from the rider.
- This is a pattern class. The judge will score based from 0-100, with 70 denoting an average performance.

### **Western Riding**

- Western Riding is a precision performance class. This class is designed to reflect a combination of controls and skills used in equitation, reining and trail classes.
- The horse is judged on quality of gaits, lead changes, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving.
- Each rider will perform individually and separately.
- Some patterns require simple lead changes based on level. When levels are mixed and the judges agrees, properly executed flying changes will score higher than simple changes on all patterns. It is the judge's opinion as to when a proper simple change begins to outscore a poorly executed flying change.  
When simple changes are required, a flying lead change should be penalized and not be scored higher than a well-executed simple lead change.
- 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, and simultaneously, rear 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. The horse should negotiate the pattern in an easy fashion, neither diving into nor rushing through the markers. The horse should cross the log both at the jog and lope without breaking gait or radically changing stride.
- This is a pattern class. The judge will score based from 0-100, with 70 denoting an average performance.

## **Reining**

- To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement of his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.
- Each rider will perform the required pattern individually and separately.

### **Scoring**

- Judges are strongly encouraged to utilize a AQHA/APHA/NRHA reining score sheet. Score sheets can be collected for exhibitors to utilize as an educational tool. Judges should rank maneuvers randomly in the event of a tie prior to the beginning of a class and so note on score sheet.
- Each performance should be scored on a scale of 0 to infinity, with 70 denoting average.
- Each maneuver should receive a maneuver score ranging from +1 ½ to -1 ½ . The scale follows:

Excellent	+1 ½
Very Good	+1
Good	+ ½
Average	0
Below Average	-½
Needs Improvement	-1
Not Acceptable	-1 ½

- Each maneuver may or may not have penalties that are assessed. Maneuver score and penalties are independent.
- At the completion of the run, maneuver scores should be added or subtracted from a score of 70 and then penalty points be subtracted.

## **Trail**

- A Trail Class tests a rider's ability to maneuver a horse through obstacles that might be encountered on a trail. A horse is judged on its performance over obstacles with emphasis on manners, attitude, and responsiveness to the rider. Each obstacle is scored independently. In a Trail Class each rider will enter the show area and complete the pattern one at a time.
- This is a pattern class. The judge will score based from 0-100, with 70 denoting an average performance.
- It is suggested the optimum number of obstacles be from five to seven.
- Acceptable Obstacles:
  - It is recommended the gate be a minimum of 4 feet in length and height

- It is recommended the bridge be at least 6 feet in length, not taller than 12 inches, and no less than 36 inches in width
  - Backing obstacles should be a minimum of 28 inches apart
  - Side pass over one, two, or three poles placed parallel at least 36 inches apart and at least 8 feet long or in a “L” or “T”.
  - If riding over poles, they should be: for walking 15-24 inches apart; for trotting 36-42 inches apart; for loping 72-84 inches apart.
  - Box, set of four poles placed so that they form a square. Poles must be equal in length and between 5 and 6 feet long.
- **Prohibited Obstacles:**
    - No obstacle may involve use of a rope, reata, or trailer
    - No obstacle may be used that requires a horse to place its front or hind feet in a tire
    - No animal, animal remains, hides, or carried PVC pipe are allowed
    - No dismounting, jumps, rocking or moving bridges, water box, flames, dry ice, fire extinguisher, logs or poles elevated in a manner that does not permit such to roll, ground ties.

Figure 12. Example Walk Over Obstacles

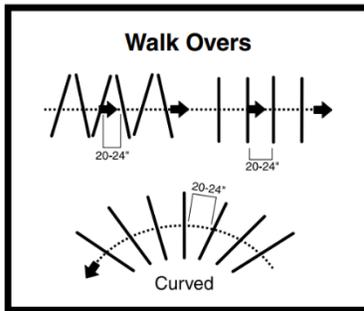
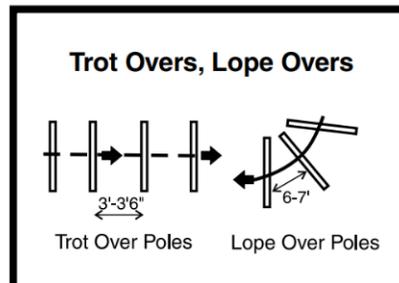


Illustration courtesy of the AQHA

Figure 13. Example Trot and Lope Over Obstacles



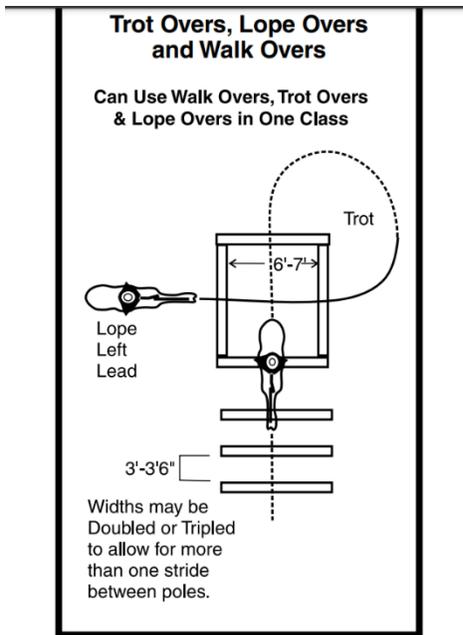


Figure 14. Examples of Side-passing  
Obstacles

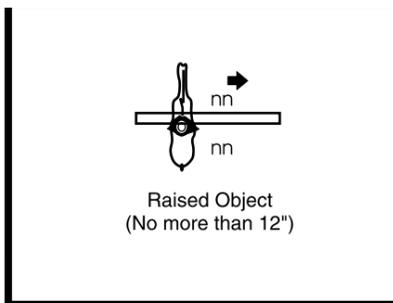
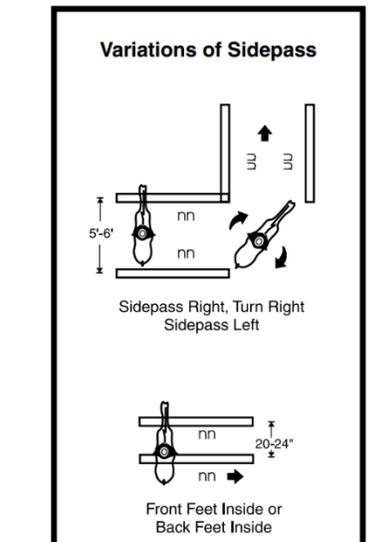


Illustration courtesy of the AQHA

## **Ranch Riding**

- The purpose of the Ranch Riding class should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider.
  - Light contact should be rewarded and horse shall not be shown on a full drape of reins
  - The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.
  
- Ranch Riding Equipment
  - No hoof polish
  - No braided or banded manes or tail extensions
  - Trimming inside the ears are discouraged
  - Trimming the bridle path is allowed; also trimming the fetlocks or excessive (long) facial hair is allowed.
  - Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
  
- Ranch Riding Gaits
- In all gaits, movement of the ranch riding horse should simulate a horse needing to cover long distances, softly, and quietly, like that of a working ranch horse. The following terminology shall apply:
  - Walk – The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
  - Trot – The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
  - Extended Trot – The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
  - Lope – The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
  - Extended Lope – The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.
  
- This is a pattern class. The judge will score based from 0-100, with 70 denoting an average performance.

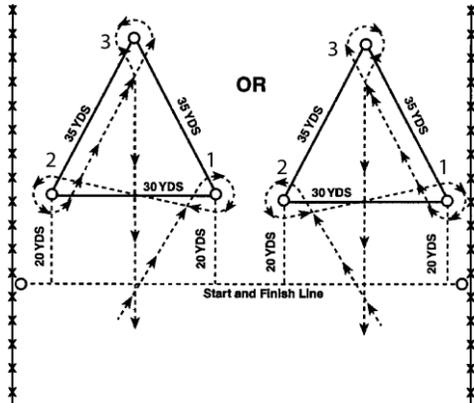
### Timed Event Classes

- Members may only have one (1) entry in Showmanship or any performance class
- Exhibitors must enter the gate at a walk, under control with their hat on their head. Once the gate is shut the exhibitor may remove their hat before their run. If assistance to get into the gate is needed is it acceptable, however you may not lead an exhibitor up to the timer 'eye'.
- **In timed events only**, mechanical hackamore and gag bits are permitted in addition to those listed previously and, if used, must have enough play to permit two fingers to pass between the chin and curb strap/chain. Closed braided reins (roping reins) may be used with any type of bit or hackamore. Tie-downs and martingales are permitted. Bats can be used.
- Tie-downs used in speed events must be leather, flat nylon or rope a minimum of 3/8 inch in diameter. Bonnets (tie-down that goes over the poll and/or across the forehead) are permitted for speed events only and must be made of rope, flat nylon webbing or leather only (minimum 3/8" diameter).
- Martingales and draw reins are permitted for speed events only. However, martingales used with curb bits must have rein stops. Draw reins may not be attached between or around the front legs.
- Protective boots and/or bell boots will be allowed in time events classes.
- Riders must have passed endorsements to participate in all stock and speed classes to include: goat tying, working cow, ranch sorting and all roping classes.
- All stock events including working cow, ranch sorting, team roping and breakaway roping are only open to seniors.
- Judges or show officials may prohibit the use of any bit or equipment they consider inhumane or giving a horse/rider an unfair advantage.

### Barrel Race

- The barrel racing patterns consists of three barrels in a triangular "cloverleaf" pattern. A horse may start to the right or left barrel and then run the remainder of the pattern accordingly.
- Riders are to enter the arena at a walk, and the arena gate must be closed immediately after the rider enters the arena until the pattern is complete and the horse is under control. Time shall begin and end as the horse's nose crosses the stop/start line. An electric eye and backup stopwatch will be used.
- The arena conditions will determine the distance the barrels can be apart, provided they are at least 20 feet from the fence. Barrels 1 and 2 shall be 60 feet maximum from the start/finish line. The maximum distance between barrels 1 and 2 will be 90 feet. The maximum distance between barrels 1 and 2 and barrel 3 shall be 105 feet. Preferably, a minimum of 75 feet should be allowed for stopping from the start/finish line back to the arena fence.
- Penalties
  - 5 second
    - Knocking over a barrel, per barrel
    - Horse is led into the arena past the plane of the in-gate
  - No Time
    - Pattern is started before the gate is closed
    - Horse recrosses start/finish line at any time before the pattern is completed
    - Extra loops in pattern

- Use of bat, spurs, whip or quirt ahead of the cinch
- Excessive use of bat, whip, quirt
- Not following the cloverleaf pattern
- A broken pattern shall be defined as breaking forward motion to retrace the contestant's tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a rider run by a barrel and have to back up or turn around and retrace the rider's tracks, this would be considered a broken pattern.



### Pole Bending

- The pole bending pattern is to be run around six poles, spaced 21 feet apart, that horses and riders weave through at a high rate of speed. A horse may start to the right or left of the first pole and then run the remainder of the pattern accordingly.
- Riders are to enter the arena at a walk, and the arena gate must be closed immediately after the rider enters the arena until the pattern is complete and the horse is under control. Time shall begin and end as the horse's nose crosses the stop/start line. An electric eye and backup stopwatch will be used.
- A minimum of 75 feet should be allowed for stopping from the start/finish line back to the arena fence. The distance from the start/finish line to the first pole shall be 21 feet, and spacing between poles shall be 21 feet. End pole must be 20 feet, minimum from the fence.
- Poles shall be set on top of the ground and be 6 feet in height. The base must be made of plastic or rubber, and the poles must be arranged in a straight line.
- Riders may touch a pole with their hand in pole bending.
- Penalties
  - 5 seconds
    - Knocking over a pole, per pole
    - Horse is led into the arena past the plan of the in-gate
  - No time
    - Pattern is started before gate is closed
    - Horse recrosses start/finish line at any time before the pattern is completed
    - Extra loops in pattern
    - Use of bat, spurs, whip or quirt ahead of the cinch

- Excessive use of bat, whip, quilt
- Not following the pole bending pattern
- A broken pattern shall be defined as breaking forward motion to retrace one's tracks to finish the pattern and/or passing the plane of the pole on the off side.

Figure 21. Pole Bending Pattern

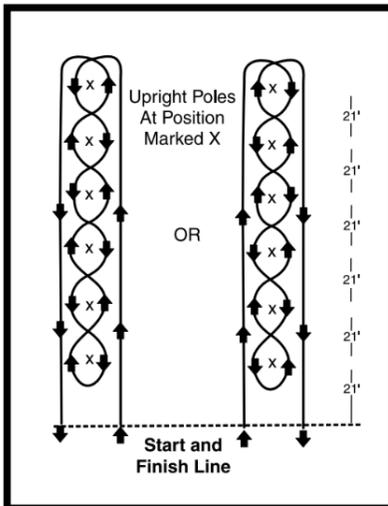


Illustration courtesy of the AQHA

## Roping

- Team Roping and Breakaway Roping are for Senior 4-H and FFA members only.
- Team roping will be limited to two runs per exhibitor. However, each run must be with a different partner. If an exhibitor intends to participate in two runs, they must enter the class twice.

### **Breakaway Roping**

Rules from National High School Rodeo Association

- There will be a 30 second time limit
- Two loops will be allowed if two ropes are carried. Once second loop is pulled, first loop is no longer in play.
- Ropes are to be tied to the saddle horn with a nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail.
- Only a solid color cloth (no pattern) must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
- A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head. A legal catch is the whole head.
- Rope must be released from contestant's hand to be a legal catch.
- Ropers must be mounted when time is taken.

## **Team Roping**

- There will be a 30 second time limit
- A rider shall be allowed to show in Heading, Heeling or both.
- All heading and heeling cattle shall be protected by horn wraps. Cattle may be assigned by draw or cattle may be chute-run and working order will be drawn.
- The roper may throw only two loops. If more than one loop is thrown, rider must recoil the rope before rebuilding the additional loop. If the roper fails to catch with two loops, he will retire from the arena.
- If a roper drops his rope, they will receive no score.
- Rider is to stay mounted.
- The run is complete when both ropes are dallied and tight with horses in facing position.
- The rope must be wrapped around the saddle horse at least one complete turn before it is considered a dally.
- Horses must start from roping box. Must start from behind a barrier (electronic or other).
- There is a 5 second penalty for single leg catches by the heeler.
- Legal Catches. Whether being judged or not, legal catches are required by both the header and heeler. A legal header catch is a whole head, half head or horn catch only. A legal heeler catch is both heels at the hocks. Any figure-eight, front leg, or the tip of a horn is not a legal heading catch. A tail only is not a legal heeling catch.

## **Goat Tying**

- A visible starting line will be marked and goat staked for the entire go-round.
- Time will start when the horse's nose crosses the starting line (time to be taken between the two flags as backup). Goat holder must release the goat when the flag starts the time.
- Time will stop when rider signals completion of tie.
- One goat to be tied in the center of the arena. All goats used in draw to be tied a maximum of five (5) runs before another run on the goats can begin.
- Goat handlers must stand directly behind goat.
- Time limit will be 30 seconds.
- The goat should be tied to a stake with a rope 10' in length. Stake should be completely under the ground so that no part of it is visible or above ground.
- The contestant must be mounted on a horse when entering the arena and must ride from starting line to the goat, dismount from horse, throw the goat by hand, cross, wrap and tie by hand, at least three feet together with a leather string or pigging string. No wire shall be used in the goat string.
- Legs must remain crossed and secure for 6 seconds after completion of tie. Contestant must remain clear of the goat immediately after the tie had been flagged.

## Team Sorting

- Team Sorting is for Senior 4-H and FFA members only
- Team Sorting is designed to showcase two separate horse and rider abilities. The Gate Horse holds herd and turns back wrong numbered cattle while the Sort Horse is continuously in the herd to separate and cut out the correct numbered cattle in sequential order.
- Team Sorting is a 2-person team sorting 10 cattle numbered 0-9. A run starts with team members on the opposite side of start line from cattle.
- Time limit will be 3 minutes
- The judge will raise the flag when the pen is ready. The judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start/foul line and the first number to be sorted will be announced. The announcer will draw a number, which will determine the first cow to be sorted. The cattle will then be sorted increasing in sequence from that number. If two or more cows cross the line together as long as the nose of the correct number or numbers cross the line first the cattle are considered to be in order regardless of whether they finish crossing in that order. Cows are not counted as sorted until they are completely across the line. Also, if any part of a wrong numbered cow starts across the line it is a no time or if any part of a correct numbered cow starts across the line and then backs out it is also considered a no time.
- The cattle must be sorted in number sequence. If any part of a cow crosses the start/foul line out of sequence before the correct cow starts across the start/foul line a disqualification will occur. A disqualification will also occur if any part of a sorted cow re-crosses the start/foul line. Any cow not entirely across the start/foul line will not be counted.

## Working Cowhorse

- Working Cowhorse is for Senior 4-H and FFA members only
- The Working Cowhorse class demonstrates and measures the horse's ability to do cow work. The Working Cowhorse class is comprised of both cow work and a reining pattern.
- Riders must use caution in working a cow to minimize the chance of the cow being hurt.
- The rider begins their go by calling for a cow to be turned into the arena. The time begins when the gate is closed behind the cow.
- Time limit will be 2 minutes and 30 seconds. Announcer will give a 30 second warning.
- If the judge blows one whistle it will terminate the work and two whistles will award a new cow. If the exhibitor accepts the new cow, the exhibitor must pull up immediately and wait for a new cow, during this time there will be no schooling allowed. The time will start over once the new cow is turned into the arena.
- At the judge's discretion, a rerun may be given if a cow being worked leaves the arena, is blind, unmanageable, or will not run. Also at the judge's discretion, the run may be terminated when it poses a threat to the safety of a rider or the livestock.

### Part One – Boxing the Cow

- Horse and rider will face the cattle entry gate and signal for their cow to be turned into the arena. The cow shall be controlled on the entry end of the arena for a sufficient amount of time to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge

the horse, the rider shall move in on the cow to demonstrate their horse's ability to drive and block the cow on the fence.

#### Part Two – Fence Work

- After the cow has been controlled on the end of the arena, the rider shall set the cow up and drive it down the side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn shall be past the half-way mark of the arena. All turns down the side shall be completed before reaching the end fence.

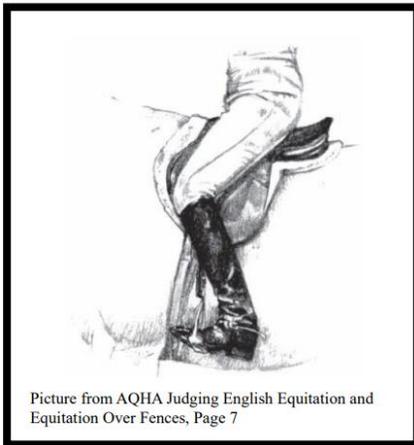
#### Part Three – Optional Roping or Circling

- The rider has the option to either rope the cow or to take the cow to the middle of the arena and circle it at least once each direction. A rider may circle or rope the cow but cannot combine the two to get credit for this portion of the class.
  - To rope the cow, the exhibitor must be carrying a rope when the run starts. The exhibitor may pull up after the fence work, take down the rope, and proceed to rope and stop the cow. In the roping portion of this class, the exhibitor is allowed two loops. The catch is legal as long as cow looks through the loop and the rope pulls tight on any part of the animal's body except the tail. The exhibitor may tie the rope on or dally. If the exhibitor does not catch, or if it is an illegal catch, the horse will be given credit for rating and tracking and will be assessed a penalty.
  - To circle the cow, the exhibitor will maneuver the cow smoothly at least 360° in each direction without interference from the fence. The circle's size, symmetry, speed and relative balance from right and left show control. The circles should be completed before the cow is exhausted. Once the exhibitor has committed to circling a cow, if the cow falls down no new cow will be awarded.
- This is a pattern class. The judge will score based from 0-100, with 70 denoting an average performance.

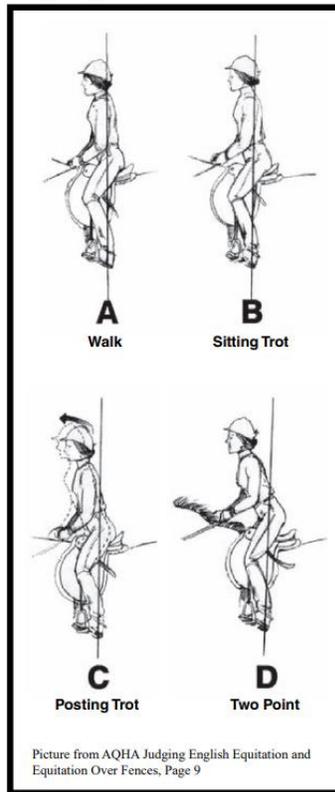
## English Division

- Safety helmets certified by the American Society for Testing and Materials and the Safety Equipment Institute (ASTM/SEI) are mandatory for all English events.
- Personal Attire
  - Conservative-colored hunt coat such as navy, dark green, gray, black or brown. Maroon and red are improper. Coats are to be worn unless deemed otherwise by show management. Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.
  - Breeches are to be of traditional shades of buff, khaki, tan, or light gray.
  - English boots black in color are appropriate for hunter classes. English paddock boots with half chaps must be smooth brown or black leather.
  - Colored shirts are permissible in English classes however conservative-colored is preferred. Ex. White, light blue, etc. Competitors are also allowed to wear dickey style/ratcatcher shirt also.
  - Bling, adornments, or decorations are discouraged in hunt seat classes.
  - Hair must be neat and contained. It is preferred to wear the hair underneath the helmet with a hair net. Wearing hair in a bun with a net/hair net around the bun is acceptable as well.
  - Optional: Riders may wear riding gloves, unroweled English style spurs, crops/bats.
- Presentation and Position of Exhibitor
  - Hands should be over and in front of horse's withers, knuckles 30° inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time. Riders' eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with horse. Irons should be on the ball of the foot. Iron or stirrup leather may not be connected by string or any other material to the girth.

**Figure 17. Examples of Proper Leg Position**



**Figure 18. Correct Body Position at Different Gaits**



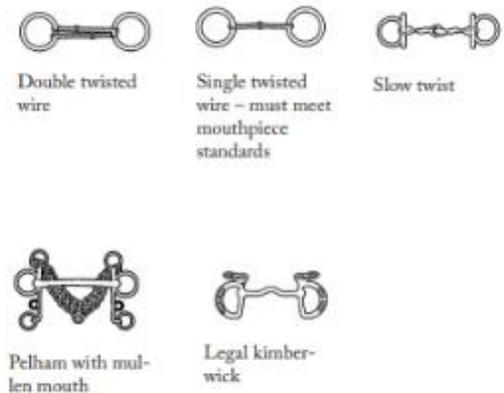
▪ **Equipment**

- Bridle: Snaffles (no shank), kimberwicks, pelhams and full bridles (with two reins), all with cavesson nose bands, are required.
- Saddle: English saddles of the forward or hunt seat type are required. Knee inserts on the skirt are optional.
- Optional: Breastplates, braiding mane and tail in hunt style,
- Prohibited: Tie-downs, martingales in flat classes, mechanical hackamores, draw reins, protective boots (except in equitation over fences/hunter hack), figure 8 or flash cavessons, and rubber reins. Roweled spurs are prohibited in English events.

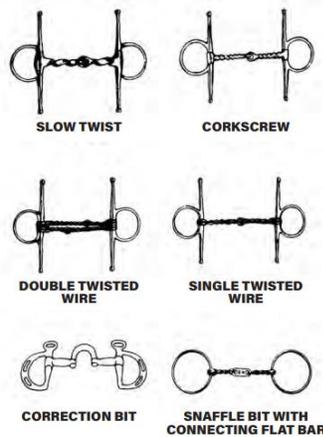
## Legal for all Events



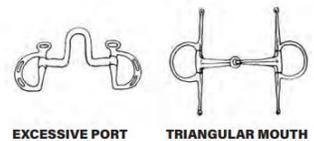
## Legal for English Events



## ACCEPTABLE ENGLISH BITS FOR ALL AGES



## UNACCEPTABLE ENGLISH BITS



## Hunter Under Saddle

- Hunter under saddle should demonstrate a horse's brokenness, consistency and quality of movement for the potential to become a working hunter. Hunters suitable to purpose should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of proper cadence. Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should carry their head in a relaxed and natural position and should not be overflexed at the poll. Light contact with the horse's mouth should be maintained at all times. Horses should be responsive and smooth in transition between gaits. Proper impulsion from behind should be maintained in all gaits to allow for proper self-carriage. Horses should appear the same when traveling both directions of the arena. Horses should be judged according to their breed rules and standards.
- Class Routine
  - Horses are to enter the arena single file at a walk or trot as directed by the judge. Horses shall demonstrate a walk, trot and canter in both directions of the arena. Horse always should be reversed away from the rail and never should be asked to reverse at a canter. When working on the rail, slower-moving horses should remain closest to the rail and any passing should be done on the inside (toward the middle of the arena) of the slower-moving horse. Adequate space should be created between the passing horses before returning to the rail. Horses should easily back and stand quietly. The judge may ask for additional work from any or all contestants, including but not limited to: extended trot or hand gallop, stop from any gait and transition between gaits. An extended gait should be a lengthening of the stride and more reach from the shoulder

with very little change in the speed of the animal. Excessive speed shall be penalized. Never more than 10 horses to hand gallop at one time.

### **English Equitation**

- Hunt Seat equitation is designed to evaluate the ability of the hunter rider to perform various maneuvers on the horse, which provides a base for natural progression to over fence classes. Judges evaluate the rider's ability to perform various maneuvers in harmony with the horse. This class measures communication between the horse and rider position and performance. The judge evaluates the rider and pattern on correctness, quality and degree of difficulty. The judge is looking for a stylish ride, one with smoothness, confidence, poise and precision in the pattern while maintaining correct body position. Cues and aids should be subtle.
- Class Routine
  - Each exhibitor will be asked to perform an individual pattern. Patterns will vary, but may include any maneuver normally required in a hunt seat class. All patterns must include a trot, canter (with the exception of a walk-trot only class) and back. Horses' gaits are to be ridden with the same cadence and speed as you would find in the hunter under saddle class. Light contact should be kept with the horse's mouth at all times. All ties will be broken at the discretion of the judge.
  - Following the pattern, horses may be asked to work one or both ways of the arena at a walk, trot and canter. The judge may ask for additional work from any horse.
- This is a pattern class. The judge will score based from 0-100, with 70 denoting an average performance.

### **Hunter Hack**

- The purpose of hunter hack is to give horses an opportunity to show their expertise over low fences and on the flat. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work manners and way of going. The poll should be level with or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
- For hunter hack classes, contestants should be allowed a practice jump in the warmup area or prior to the start of the class.
- Please reference the rule in AQHA handbook SHW625 2'3"
- Horses are first required to jump two fences, two feet three inches to 3 feet. Jumps are recommended to be in increments of 12 feet but adjusted no less than two strides. A ground line is required for each jump.
- Faults to be scored accordingly, but not necessarily cause disqualification during the rail work include:
  - Being on wrong lead and/or wrong diagonal at the trot
  - Excessive speed (any gait)
  - Excessive slowness (any gait)
  - Breaking gait
  - Failure to take gait when called
  - Head carried too low or too high

- Nosing out or flexing behind the vertical
- Open mouth excessively
- Stumbling

### **Programmed Ride**

- Programmed ride is to take place in an arena of 20 meters by 40 meters (65 feet 7 inches by 131 feet 3 inches). Gates should be approximately 6 feet wide. Markings are letters posted according to the diagram and should be spaced at the correct intervals. A minimum of 7 feet must be left between an existing arena fence and a temporary programmed ride arena. The letters should be placed 20 inches from the outside of the temporary programmed ride arena. An “X” denotes the center of the ring.

# Wyoming 4-H

## Wyoming 4-H – Arena Layout

### *Programmed Ride*

